

Wii U E-Manual Template Handbook

Version 1.8

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and should be handled accordingly.**

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1 Introduction

Software applications are required to include built-in electronic manuals. This document provides an introduction to the contents of the Wii U Manual Templates package and explains how to combine the various template units and design assets required for use in electronic manuals. The document also contains an appendix that addresses region-specific issues, such as language requirements.

There are two major variations of e-manuals, one for standard applications and one for Virtual Console games. Certain chapters and sections in this document are common to both types of e-manuals, and others are specific to one variation or another. Please refer to sections 1.2 Sections Relevant for Standard Applications and 1.3 E-Manual Creation Roadmap for Virtual Console Games for details.

Note: Screenshots and images in this document correspond to the NOA English templates, unless stated otherwise.

Note: The screenshots in this document may at times be slightly different than the text in the latest templates. For questions about the exact wording to use, always refer to the templates themselves rather than the screenshots within this document.

1.1 Grace Period

The specifications in this document are mandatory for master submissions on or after January 1, 2016. It is always prudent to use the latest released version of the templates, but a grace period allows most of the specifications from earlier versions of the *Wii U E-Manual Template Handbook* to be accepted as follows:

- *Wii U E-Manual Template Handbook* version 1.7.1 can be used until December 31, 2015.

Note, however, that critical items — underlined items in sections identified with a "◆" symbol — in this document's [Revision History](#) must be addressed prior to submission, even during the grace period.

The following guidelines govern the templates used for master submissions.

Release Type	Acceptable Template Version	Action Required
New Title	Latest release	No research required
	Earlier release within the grace period	Address critical items from subsequent releases
Re-released Title	Earlier release (even if the grace period has expired)	Address critical items from subsequent releases
Disc-based titles being released as downloads, or vice-versa	Earlier release (even if the grace period has expired)	Address critical items from subsequent releases

1.2 Sections Relevant for Standard Applications

The following sections apply when creating e-manuals for standard applications.

Chapter, Section, or Document	Information Provided
2 Template Types 3 Using Templates	Overview of the types of templates provided in this package.
4 Sample Template Structure	How the e-manual templates fit into the overall e-manual structure.
Tables at the beginning of following sections: 5.1.1 Required Template Units for the First Page 5.2.1 Required Template Units for Other Pages 5.3.1 Required Template Units for the Penultimate Page 5.4.1 Required Template Units for the Final Page	Which template units your manual requires, and in what order they should be assembled.
Separate document (part of Wii U ManualTools): <i>Wii U Electronic Manual Creation Guide</i>	Once you understand what content needs to appear in your manual, you can start using the Template Manager to merge template units together and place them in your manual. Instructions for this procedure are explained in the separate <i>Wii U Electronic Manual Creation Guide</i> .
5.1 Template Units for the First Page 5.2 Template Units for Other Pages 5.3 Template Units for the Penultimate Page 5.4 Template Units for the Final Page	Details on template units and any required edits.

Chapter, Section, or Document	Information Provided
7 Making Use of Design Templates 8 Creating Design Templates	How to use the pre-made design assets, how to create your own, and how to apply them to your electronic manuals. Please refer to and use these when creating electronic manuals.
Appendix D	Language requirements for the American and European regions, along with information about region-specific content.

1.3 E-Manual Creation Roadmap for Virtual Console Games

The following sections apply when creating e-manuals for Virtual Console games.

Chapter, Section, or Document	Information Provided
2 Template Types 3 Using Templates	Overview of the types of templates provided in this package.
4 Sample Template Structure	How the e-manual templates fit into the overall e-manual structure.
Tables at the beginning of following sections: 6.1.1 Required Template Units for the First Page 6.2.1 Required Template Units for Other Pages 6.3.1 Required Template Units for the Penultimate Page 6.4.1 Required Template Units for the Final Page	Which template units your manual requires, and in what order they should be assembled.
Separate document (part of Wii U ManualTools): <i>Wii U Electronic Manual Creation Guide</i>	Once you understand what content needs to appear in your manual, you can start using the Template Manager to merge template units together and place them in your manual. Instructions for this procedure are explained in the separate <i>Wii U Electronic Manual Creation Guide</i> .
6.1 VC: Template Units for the First Page 6.2 VC: Template Units for Other Pages 6.3 VC: Template Units for the Penultimate Page 6.4 VC: Template Units for the Final Page	Details on template units and any required edits.
7 Making Use of Design Templates 8 Creating Design Templates	How to use the pre-made design assets, how to create your own, how to use the pre-recommended design assets for Virtual Console games, and how to apply them to your electronic manuals. Please refer to and use these when creating electronic manuals.
Appendix D	Language requirements for the American and European regions, along with information about region-specific content.

1.4 Preparations Before Using Templates

You must set an e-manual code to create an association between software and its e-manual. Use the Wii U E-Manual Editor to enter the e-manual code based on the four letter product code you received from Nintendo. For more information on entering this code, see the *Wii U Electronic Manual Creation Guide*.

Note: The e-manual code standard changed in February 2013. Use the new standard for all new titles or new revisions to existing titles. Main changes are given below.

Version

Old rule: Initial versions are not indicated. The version changes to "1", "2" and so on when the title is revised.

New rule: The initial version is "00" and changes to "01", "02" and so on when the title is revised.

Region code

Old rule: Use the region code for the region the e-manual will be used in.

New rule: The region code is no longer included in the e-manual code.

It is acceptable to reuse an e-manual that was created for the full version in a demo verbatim. When making an e-manual for a demo, make sure to use the e-manual code format for demos. If you end up implementing the full version's e-manual verbatim in your demo, do not update the e-manual code. If any changes whatsoever are made, update the e-manual code.

For example, suppose you implemented the e-manual for a full version in a demo and released it, and used the code "WUP-P-XXXX-00." Later, suppose you decide to change a portion of the e-manual and implement it in the full version. This would constitute a revision to the full version's e-manual, so you would update the suffix at the end of the e-manual code and use "WUP-P-XXXX-01" as the new code.

Warning: Editors previous to Wii U Manual Editor version 1.5.4 do not allow you to leave out the region code. Leaving the region code field blank will not display correctly, so be sure to enter an e-manual code according to the old rules if you are using an older version of the editor. A region code is not required if using Wii U Manual Editor version 1.6.0 or later.

2 Template Types

Templates for Wii U e-manuals are stored within the `Templates` folder of the Wii U Manual Templates package. The templates are stored in a file format called NFPG.

Note: The `.nfpng` file type is used for pages created by the Wii U-Manual Editor.

There are two types of template included in the package, as shown in the table below.

Table 2-1 Template Types

Type	Description
Template Unit	These are fixed pieces of text that must be included in the manual, depending on the functionality of the software.
Design Templates	These are materials that have been prepared for general design use, such as headers, callouts, tables, etc.

Template Unit

The individual fixed pieces of text that are used in most manuals are provided as template units. Some of these template units must be included on certain pages (the first page, the penultimate page, or the final page), and others can be incorporated anywhere else within the manual. The restrictions on the locations are meant to ensure a consistent structure from one manual to another. The template units that are required, and the order in which they appear, will vary somewhat between titles.

Ranks

Ranks are defined in the following table. The ranks are not always correlated with whether or not edits are required. See the Text Edits column for a particular template to determine whether or not edits are required.

Table 2-2 Ranks

Ranks	Description	What happens if there are errors or edits made to the “edits prohibited” portions
A	Notation used for critically important content, including content that is legally mandated or required due to contracts with other companies. This notation is also used for content that is mandated by the software guidelines (Appendix A).	The product cannot be released unless the issue is fixed. Corrections are mandatory.
B	Notation used for important content that is not legally or contractually required, but does protect the product or encourages users to follow precautions.	Nintendo will request that the issue be fixed. Developers must do their best to fix these issues.
-	Notation used for content that is left to the developer’s discretion as to whether edits are required and what edits to make. This includes items that are marked as being required.	The developer decides what is best for their manual.

Note: The only page for which ranks are applied to the category and title is Important Information.

Text Edits

Within the figures in this document, template units have different colors of callouts depending on whether or not edits to the text are allowed. See the **Text Edits** column for a particular template for detail about what to edit.

Table 2-3 Callout Colors

Color	Description
Red	- Edits are prohibited except to the blue text. - Edits to the blue text are required to explain the software properly. When making the edits, delete the color tags.
Blue	Indicates sample text. Adjustments and rewrites made to accommodate the software’s design are allowed. - When editing, make sure not to significantly change the fundamental intended meaning of the text. - The text you use should convey the appropriate information to the user based on the design of the software. If this text is unnecessary, delete the entire text box.

Design Changes

Check the Design column of the template in question. If it is listed as “Changes Allowed,” it is acceptable to change the design of the text boxes, even for text that cannot be changed. “Changing the design” means changing the size, color, background color, or spacing between text boxes, as well as adding, changing, or deleting frames.

Note: See the separate document *Wii U Electronic Manual Template: Creation Manual* if you intend to change the font size of a template unit.

Design Templates

Headings, frames, callouts, tables, and other such building blocks are provided as design templates. They can be used without any modifications, or you can customize the images to those of your liking. The use of these templates is entirely optional.

Samples of headings, frames, callouts, tables, and other design templates recommended for use in e-manuals for Virtual Console titles are also provided. These are referred to as "Virtual Console-specific design templates."

Page Titles and Categories

Each template unit has its own sub-section in this document that contains all the relevant specifications for the chunk of text in question. The page titles and page categories for certain template units are determined by Nintendo and are not allowed to be modified. These classifications provide consistency that enables consumers to navigate e-manuals more quickly. For other template units, e-manual designers can customize the page titles and page categories as they see fit. (Nintendo sometimes provides a recommendation, but not always.)

In this document, the symbols below are used as shorthand; please make sure you understand them, and don't change page titles and page categories for which Nintendo requires certain text.

Symbol	Meaning
	Changes to these page titles or categories are prohibited.
	Changes to these page titles or categories are allowed, but Nintendo provides a recommendation.
	Page titles or category is entirely up to the e-manual designers.

3 Using Templates

You can merge both types of templates (template units and design templates) using the Manual Editor's Template Manager feature and export them as pages. Refer to the *Wii U Electronic Manual Creation Guide* for information on using the Template Manager.

The following diagrams give a quick outline of the process.

Figure 3-1 Merging Template Units (e.g., Penultimate Page)

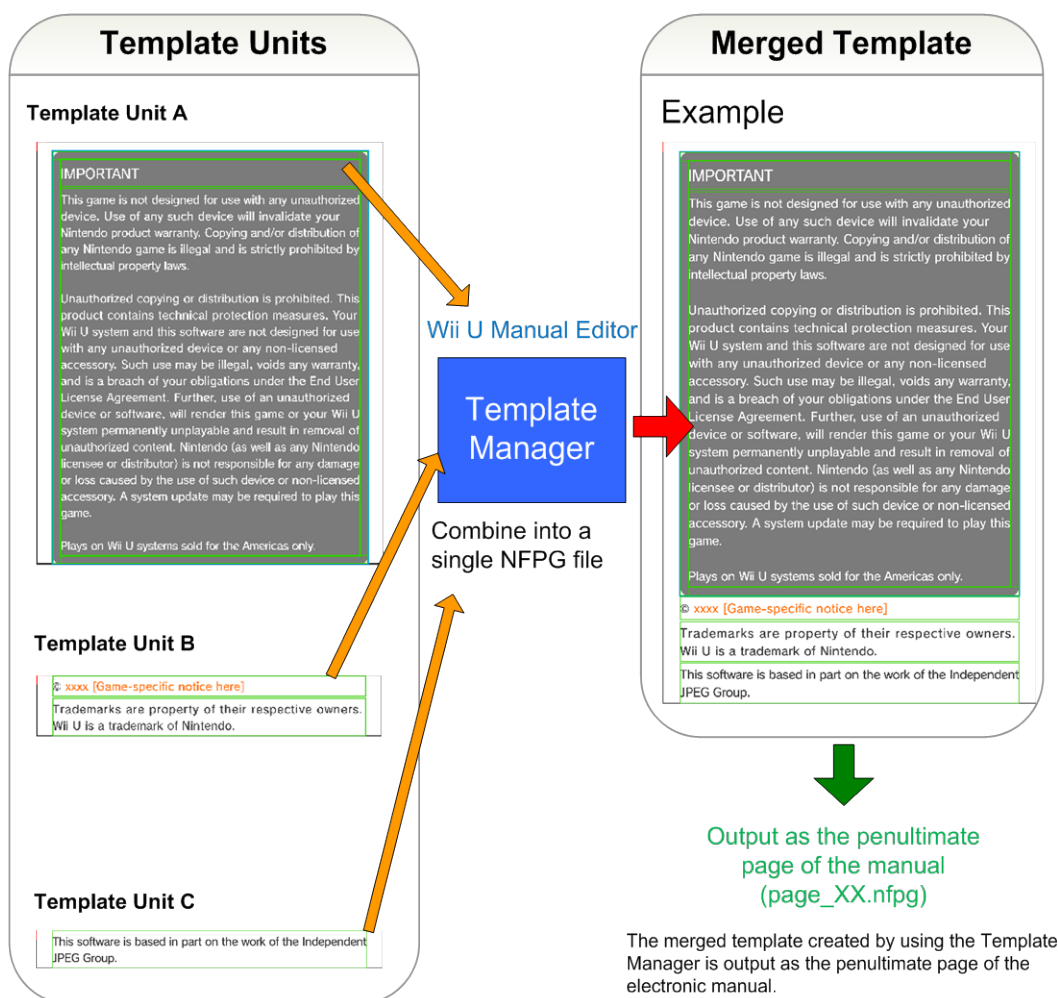
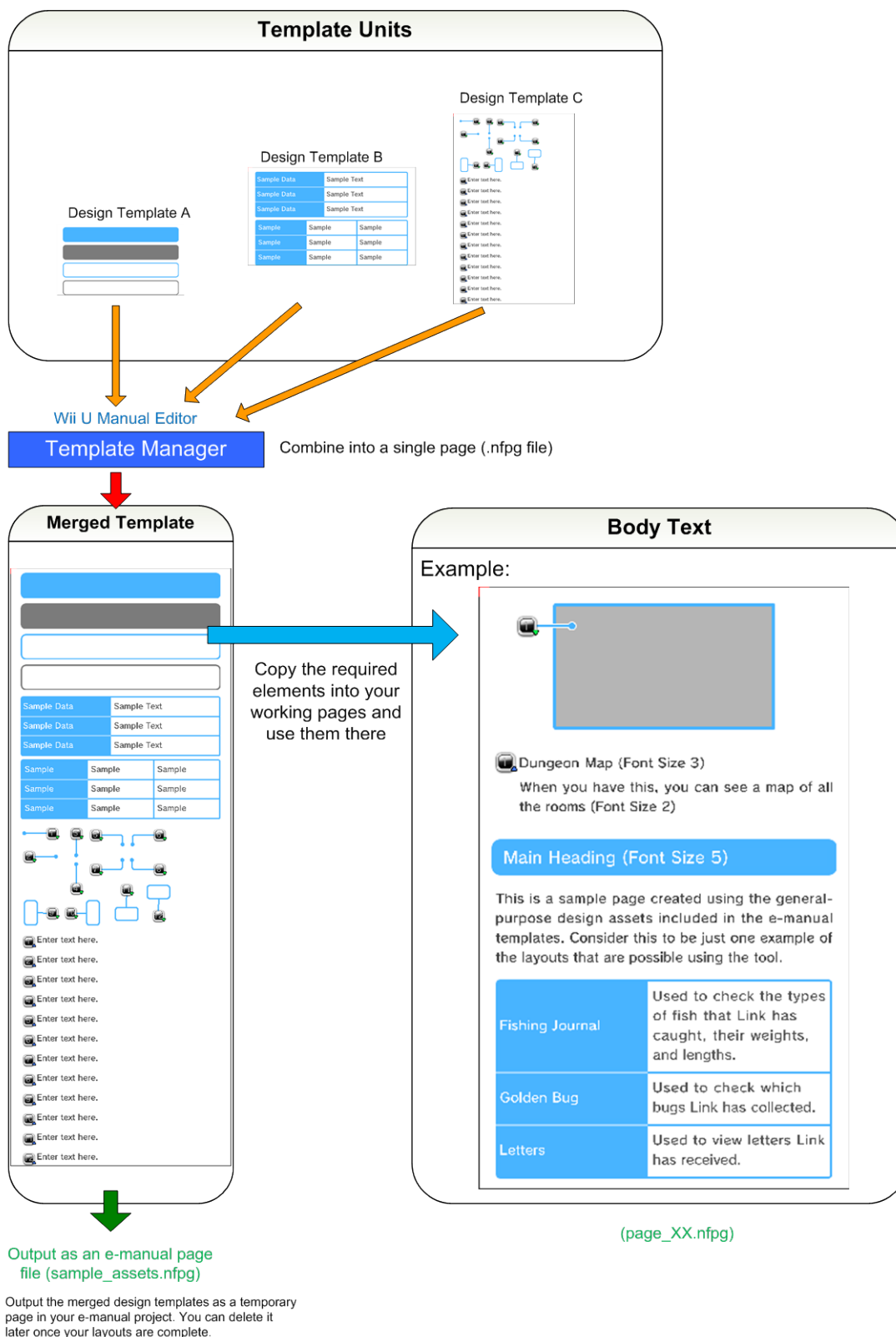


Figure 3-2 Merging Design Templates (e.g., Screen Layout page)

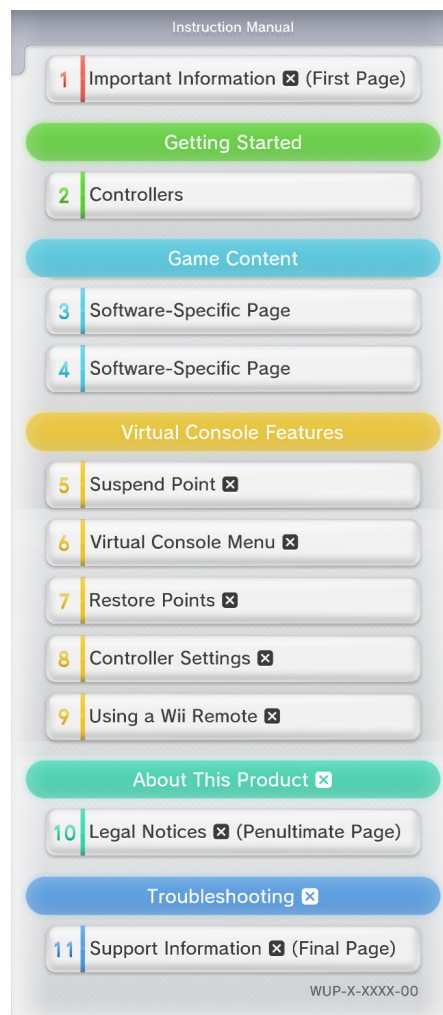
4 Sample Template Structure

A typical e-manual will have a structure similar to one of the images below. For details about the information each section should contain and the rules governing that content, please refer to the individual template descriptions in this handbook.

▼ Normal Software



▼ Virtual Console Software



- In the screenshots above, pages titles and categories that are fixed and either can't ever or generally shouldn't ever be changed, or that have specific content that is absolutely required, are designated with an **X** symbol.
- In the screenshots above, all content whose location is fixed to a specific page is annotated accordingly. All other content can be placed anywhere within the e-manual at the designer's discretion.

5 Template Unit Descriptions and Editing Procedures

This chapter describes template units required in e-manuals. Follow the rules given for each template unit and place them on the pages indicated. Template units that are for use with Virtual Console titles are addressed in Chapter 6, Virtual Console: Template Unit Descriptions and Editing Procedures.

5.1 Template Units for the First Page

The following template unit must be used to create the first page of the manual. When exporting this template to your project using the Template Manager, use `page_01.nfpg` as the filename.

5.1.1 Required Template Units for the First Page

Table 5-1 Template Units (First Page)

No.	Template Unit	Category	Filename	Rank
1	Important Information	beforeuse	beforeuse.nfpg	A
2	Language Selection	language	Lang_3in1_NOA	-

5.1.2 Important Information (Required for All Software)

(1)		English	French	Spanish	Portuguese
	Title	Important Information (⚠)	Informations importantes (⚠)	Información importante (⚠)	Informações importantes (⚠)
	Category	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)

Required for all software titles.

(2) Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the ⚠ Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.
(2)	A	Changes Allowed	Editing this text is prohibited. For software that has unusual specifications (for example, a service that will be discontinued after a certain period of time), it is acceptable to add supplemental information explaining the situation to consumers in advance.

5.1.3 Language Selection

	English	French	Spanish	Portuguese
Title	Important Information (🚫)	Informations importantes (🚫)	Información importante (🚫)	Informações importantes (🚫)
Category	[blank] (🚫)	[blank] (🚫)	[blank] (🚫)	[blank] (🚫)

This template unit is required for software titles that use English-language screenshots in non-English e-manuals.

(1)

Language Selection

This title supports three different languages: English, French, and Spanish.

The in-game language depends on the one that is set on the system. You can change the system language in System Settings (🔧).

- ◆ In-game screenshots in this manual are of the English version of the software.
- ◆ Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localized text used in the software.

Translations of the bulleted text appear in the French, Spanish, and Portuguese templates. This text does not appear in the English template.

Item	Rank	Design	Text Edits
(1)	–	Changes Allowed	This text may be edited to match your software expectations.

5.2 Template Units: Explanation/Editing (Other Pages)

This section explains the template units that can be inserted on any page other than the first, penultimate, or last page.

5.2.1 Required Template Units for Other Pages

The template units to be inserted on other pages differ depending on the software specifications. Choose the appropriate templates to match the software title.

Template units appearing in this chapter can be placed anywhere in the electronic manual with the exception of the first, penultimate, or last page. Certain template units are required to be implemented as separate pages, whereas others can be combined with other pages within your manuals in any order you see fit. The specifications for the location of each template unit are described individually in the sub-section below.

Table 5-2 Template Units (Optional Placement)

Template Unit	Category	Filename	Rank
Controllers and Accessories	accessory	controller.nfpg	-
Wii Balance Board	accessory	Wii_Balance_Board.nfpg	-
amiibo	accessory	amiibo.nfpg	-
Internet Enhancements	communications	internet_connection.nfpg	-
Note to Parents and Guardians	warning	parental_control.nfpg	-
UGC (user-generated content)	-	-	-
Add-on Content and Access Passes	communications	add_contents_timeticket.nfpg	-
Communications with Systems in the Nintendo 3DS Family	communications	3DS_connection.nfpg	-
Sound Settings	accessory	surround.nfpg	-

5.2.2 Controllers and Accessories

	English	French	Spanish	Portuguese
Title	Controllers and Accessories ¹ (👉)	Manettes et accessoires ¹ (👉)	Controles y accesorios ¹ (👉)	Controles e acessórios ¹ (👉)
Category	Getting Started (👉)	Pour commencer (👉)	Primeros pasos (👉)	Primeiros passos (👉)

Note: Make the page title appropriate to the specifications of your software. For example, if your software doesn't support any accessories, change the page title to something like "Controllers."

Required for all software titles that support any controllers or accessories other than the Wii U GamePad. Make sure to list all controllers that can be used within the software, as well as accessories that can improve the experience. This template is not required for software played using only a single Wii U GamePad.

This template unit can be combined with other content on any page other than the first, penultimate, or last page (for example, a page describing gameplay controls). In other words, there is no need to implement the content in this template as a separate page.

If the Wii Balance Board can be used with your software, insert the 5.2.3 Wii Balance Board template unit near the "Pairing Controllers" section. We recommend putting the "Pairing Controllers" template unit and the 5.2.3 Wii Balance Board template unit on the same page. When doing so, you may also place these template units within a single frame.

If any text is unnecessary, delete the entire box when you remove the text.

Note: If your software implements a software keyboard, then USB keyboards are supported automatically, but "USB keyboard" should be listed only if they have actually been tested.

¹ Change the page title to be appropriate for the specifications of your software. For example, if your software doesn't support any accessories, change the page title to something like "Compatible Controllers."

(1) **Supported Controllers**

(2) This software can be used with any of the following controllers once they have been paired with the console.

	Wii U GamePad		Wii U Pro Controller
	Wii Balance Board		Wii Remote + Classic Controller Pro
	Wii Remote		Wii Remote Plus
	Wii Remote + Nunchuk		Wii Remote Plus + Nunchuk

(3) ◆ Each player must have a controller to play in multiplayer mode.

(4) ◆ Only one Wii U GamePad controller can be used.

(5) ◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.

(6) ◆ When using a Wii Remote™ or Wii Remote Plus controller, a sensor bar is required. For details, see the Installing the Sensor Bar section of the printed Wii U Operations Manual.

(7) ◆ You can use a Wii Remote controller with the Wii MotionPlus™ accessory attached instead of a Wii Remote Plus controller.

(8) ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

(9) **Pairing Controllers**

(10) From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.



(1) **Supported Accessories**

(2) The following accessories make the experience even better.

	Fit Meter		Wii Wheel
	Wii Zapper		USB Keyboard
	Wii U Microphone		Headset
	Nintendo 3DS		

(3) ◆ When using headsets connected to the Wii U GamePad controller, we recommend using official Nintendo licensed products.

(11) ◆ See  6 if using a Nintendo 3DS™ system. A Nintendo 3DS XL or Nintendo 2DS system can be used instead of a Nintendo 3DS system.

(12)

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	This text can be customized. If a heading isn't necessary (for example, if the page title already serves as a heading), delete the entire text box and frame combination.
(2)	-	Changes Allowed	This content can be customized. Make the appropriate changes in accordance with the number and types of usable controllers.

Item	Rank	Design	Text Edits												
(3)	-	Changes Allowed	Editing the text for the product names is prohibited. Use the name of the controller or accessory together with a TGA image as a set. Include only the appropriate controllers and accessories given your software's specifications, and delete any unnecessary items. The spatial relationship between the text and the TGA image is left to your discretion. Use the table below to determine which "Wii Remote" icons and text to use. <table><tr><th>Situation</th><th>Icon/Text to Use</th></tr><tr><td>Wii Remote and Wii Remote Plus are both compatible</td><td> Wii Remote</td></tr><tr><td>Wii Remote not compatible; only Wii Remote Plus is compatible</td><td> Wii Remote Plus</td></tr><tr><td>Wii Remote or Wii Remote Plus can be used together with a Nunchuk</td><td> Wii Remote + Nunchuk</td></tr><tr><td>Wii Remote and Nunchuk not compatible; Wii Remote Plus and Nunchuk required</td><td> Wii Remote Plus + Nunchuk</td></tr><tr><td>The same software contains multiple modes, some that are playable with either a Wii Remote or a Wii Remote Plus, and others that require a Wii Remote Plus (List both controllers and explain the situation using a note.)</td><td> Wii Remote Plus  Wii Remote</td></tr></table>	Situation	Icon/Text to Use	Wii Remote and Wii Remote Plus are both compatible	 Wii Remote	Wii Remote not compatible; only Wii Remote Plus is compatible	 Wii Remote Plus	Wii Remote or Wii Remote Plus can be used together with a Nunchuk	 Wii Remote + Nunchuk	Wii Remote and Nunchuk not compatible; Wii Remote Plus and Nunchuk required	 Wii Remote Plus + Nunchuk	The same software contains multiple modes, some that are playable with either a Wii Remote or a Wii Remote Plus, and others that require a Wii Remote Plus (List both controllers and explain the situation using a note.)	 Wii Remote Plus  Wii Remote
			Situation	Icon/Text to Use											
			Wii Remote and Wii Remote Plus are both compatible	 Wii Remote											
			Wii Remote not compatible; only Wii Remote Plus is compatible	 Wii Remote Plus											
			Wii Remote or Wii Remote Plus can be used together with a Nunchuk	 Wii Remote + Nunchuk											
			Wii Remote and Nunchuk not compatible; Wii Remote Plus and Nunchuk required	 Wii Remote Plus + Nunchuk											
			The same software contains multiple modes, some that are playable with either a Wii Remote or a Wii Remote Plus, and others that require a Wii Remote Plus (List both controllers and explain the situation using a note.)	 Wii Remote Plus  Wii Remote											
			Note: If your application uses a system from the Nintendo 3DS family as the controller, list it as one of the controllers in notes (12) rather than as a supported accessory. Although the text and TGA images should generally be used as a set, it is also acceptable to list the product names only in textual format. For example, for a game that is mostly controlled using a Wii Remote Plus, but uses the Nunchuk only in certain mini-games, Nintendo recommends using the "Wii Remote Plus" text and TGA image combination (not the "Wii Remote Plus + Nunchuk" combination), and then adding a note below that explains about the Nunchuk (something like "Certain mini-games also require a Nunchuk."). The content you choose for this portion of the "Controllers and Accessories" template unit should be the most user-friendly choice given your software's specifications. Note: Using TGA files alone (without text) is prohibited -- use either a TGA image along with text or text alone. Contact Nintendo's Licensing Department if you have created any TGA images for proprietary accessories created by the publisher, for which no template assets are provided by Nintendo.												

Item	Rank	Design	Text Edits
(4)	–	Changes Allowed	This content can be customized. Include the number of players and the number of controllers that are required. If only some of the many available controllers can be used for multiplayer modes, be sure to specifically state which controllers are supported. For example, "To play a two-player game, two Wii Remote or Wii Remote Plus controllers are required."
(5)	–	Changes Allowed	This text can be customized freely. List any controller-related precautions or extra information here.
(6)	–	Changes Allowed	Include this text for titles that support both the Wii Remote and Wii Remote Plus controller. Include this text even if the Wii Remote Plus is combined with another controller, such as a Nunchuk. Either use the sample text verbatim, or use text with the same intent.
(7)	–	Changes Allowed	Include this text if the Sensor Bar is required. Either use the sample text verbatim, or use text with the same intent. If the software is only usable with a Wii Remote Plus, change "Wii Remote or Wii Remote Plus" to "Wii Remote Plus."
(8)	–	Changes Allowed	Include this text for titles that support Wii Remote Plus but don't support Wii Remote controllers. Include this text even if the Wii Remote Plus is combined with another controller, such as a Nunchuk. Either use the sample text verbatim, or use text with the same intent.
(9)	–	Changes Allowed	Include this text for titles that support the Classic Controller Pro™ accessory. Either use the sample text verbatim, or use text with the same intent.
(10)	–	Changes Allowed	Include this text for titles that support any controllers other than the Wii U GamePad. Either use the sample text verbatim, or use text with the same intent.
(11)	–	Changes Allowed	This text is required for titles that require the headset. Either use the sample text verbatim, or use text with the same intent.
(12)	–	Changes Allowed	This content can be customized. Include any other supplemental information about the use of accessories. If this text is not required, delete the entire text box. The use of the page-jump button is optional; it is intended to link to a page that explains in detail how to use the accessories (for example, Communications with Systems in the Nintendo 3DS Family). If your application uses a system in the Nintendo 3DS family as a controller, place this text and the corresponding image of the Nintendo 3DS under the "Supported Controllers" section instead of the "Supported Accessories" section.

5.2.3 Wii Balance Board

	English	French	Spanish	Portuguese
Title	Controllers and Accessories ¹ (🎮)	Manettes et accessoires ¹ (🎮)	Controles y accesorios ¹ (🎮)	Controles e acessórios ¹ (🎮)
Category	Getting Started (🎮)	Pour commencer (🎮)	Primeros pasos (🎮)	Primeiros passos (🎮)

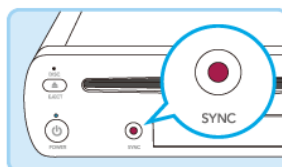
This template unit is required for software titles that support the Wii Balance Board.

The page and location where you insert this template unit is left to your discretion, but we recommend placing it on the same page as the 5.2.2 Controllers and Accessories template unit near “Pairing Controllers.” When doing so, you may place “Pairing Controllers” and “Pairing the Wii Balance Board” within the same frame.

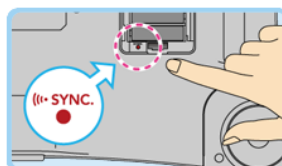
(1)

Pairing the Wii Balance Board™ Accessory

1. With the main menu screen open, press the SYNC Button on the Wii U console.



2. Remove the battery cover on the underside of the Wii Balance Board and press the SYNC Button. The POWER LED will illuminate once the Wii Balance Board is paired with the Wii U console.



3. Replace the battery cover on the Wii Balance Board.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent. Make sure to explain where in the application (for example, the main menu screen) users can pair a Wii Balance Board in your software.

¹ Change the page title to be appropriate for the specifications of your software. For example, if your software doesn't support any accessories, change the page title to something like “Controllers.”

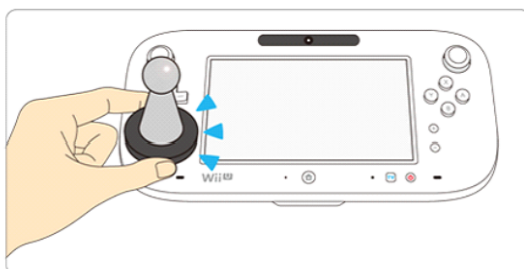
5.2.4 amiibo

	English	French	Spanish	Portuguese
Title	amiibo (🇺🇸)	amiibo (🇫🇷)	amiibo (🇪🇸)	amiibo (🇵🇹)
Category	Getting Started (🇺🇸)	Pour commencer (🇫🇷)	Primeros pasos (🇪🇸)	Primeiros passos (🇵🇹)

This template unit is required for software titles that support amiibo.

You do not need to create a separate page for this notice; it can be included on any page.

(1)



This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (📶) on the Wii U GamePad controller.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand new ways to interact with your favorite Nintendo games. For more information, visit Nintendo's official amiibo website at www.nintendo.com/amiibo.

(A)

◆ Only the game data from one software title can be saved on an amiibo at a time. In order to create new game data on an amiibo that has existing data from another game, you must first delete the existing game data. To delete your game data, open Wii U Menu → System Settings (⚙️) and then select amiibo Settings.

◆ Data stored on amiibo can be read by multiple compatible games.

◆ If the data on an amiibo is corrupted and can't be restored, open Wii U Menu → System Settings (⚙️) → amiibo Settings and reset the data.

Item	Rank	Design	Text Edits
(1)	–	Changes Allowed	Either use the sample text verbatim, or use text with the same intent. If your software allows you the user to delete game data on an amiibo from within the software, guide the user to the relevant feature within the software instead of pointing users to amiibo Settings within System Settings in the Wii U Menu. Note: We recommend deleting the text above noted by “A” for amiibo-compatible software that does not support writing data to amiibo.

5.2.5 Internet Enhancements

	English	French	Spanish	Portuguese
Title	Internet Enhancements (🔥)	Fonctions en ligne (🔥)	Funciones en línea (🔥)	Funções online (🔥)
Category	Getting Started (🔥)	Pour commencer (🔥)	Primeros pasos (🔥)	Primeiros passos (🔥)

The content of this template is required for all titles that optionally connect to the Internet. It is not mandatory for a game that always requires an Internet connection. This template is meant to inform users of the extra features they can enjoy by going online.

This template unit can be combined with other content on any page other than the first, penultimate, or last page. (In other words, there is no need to implement the content in this template as a separate page.)

- (1) Connecting your system to the Internet lets you enjoy the following features:
- Miiverse  6
 - Purchasing DLC  10
- (2)  See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

Item	Rank	Design	Instructions
(1)	–	Changes Allowed	This template is meant to inform users of the extra features they can enjoy by going online.
(2)	–	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

5.2.6 Parental Controls

	English	French	Spanish	Portuguese
Title	Parental Controls (⚠)	Contrôle parental (⚠)	Control parental (⚠)	Controle dos Pais (⚠)
Category	Getting Started (🔥)	Pour commencer (🔥)	Primeros pasos (🔥)	Primeiros passos (🔥)

Required for all software titles whose operation is affected by any of the parental controls below.

- Online Interaction in Games
- Internet Browser
- Wii U Shopping Services
- Miiverse
- Friend Registration
- Entertainment Excluding Games

This template is *not* required for software that only allows restriction of the parental controls below.

- Game Rating
- Data Management
- Internet Settings

Note: The Miiverse section only needs to be included for software that allows users to access Miiverse directly in-game without starting the Miiverse application from the HOME Menu.

Note: The Internet Browser section only needs to be included for software that allows users to access an Internet browser directly in-game without starting the Internet Browser application from the HOME Menu. **This section does not need to be included for software that only uses the Internet Browser to view a specific PDF and cannot be used to access other web pages.**

Note: Make sure to provide concrete examples of what content in your title these parental controls restrict. The content in this template unit must appear as its own page in your e-manual. If there is other information you want to convey to parents and guardians, add it to this page.

Note: For the USA and Canada, if a game uses Nintendo's COPPA consent process, information about the restricted features and the consent process will need to be included in the e-manual. Please consult with NOA Legal on a per-game basis.

- (1) You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

(2)

Item	Content
Online Interaction in Games	Restricts online features and exchange of content through games  .
Internet Browser	Restricts the opening of websites.  .
Wii U Shopping Services	Restricts the use of credit cards and the purchase of software through services, such as Nintendo eShop  .
Miiverse	Restricts users from viewing or posting content on Miiverse. When set to Restrict Posting , text and handwritten messages cannot be posted. When set to Restrict Viewing and Posting , text and handwritten messages cannot be posted or viewed  .
Friend Registration	Prevents the registration of additional friends  .
Entertainment Excluding Games	A screen describing the content of this software will be displayed when this software is launched for the first time. Parental consent must be provided for minors and a PIN must be entered. Once this PIN has been entered once, you won't have to enter it again for this software  .

- (3) ♦ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.

Item	Rank	Design	Text Edits
(1)	–	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.
(2)	–	Changes Allowed	Any unnecessary items should be deleted; only include items that have an effect on your software if enabled. Use the name of the parental control item as set. Editing the names of the items within Parental Controls is strictly prohibited.
(3)	–	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

5.2.7 User-Generated Content

	English	French	Spanish	Portuguese
Title	Optional	Optional	Optional	Optional
Category	Optional	Optional	Optional	Optional

Starting with version 1.7 of the Wii U Guidelines, UGC descriptions are required in advance within the software itself, and your UGC may not need to be explained in the e-manual. Given the specifications of the software, use your best discretion with regards to determining what UGC needs to be explained here.

5.2.8 DLC and Passes

	English	French	Spanish	Portuguese
Title	DLC and Passes ¹ ()	Contenu téléchargeable et licences limitées	Suscripciones y contenido descargable	Conteúdo extra e licenças temporárias
Category	Getting Started ()	Pour commencer ()	Primeros pasos ()	Primeiros passos ()

This template unit is mandatory for all software titles that allow downloads or purchases of downloadable content (DLC) or access passes. You may also add information, such as a heading, a detailed description of the downloadable content or access passes available, as well as the purchase process.

This template must be implemented as a dedicated page within your e-manual.

¹ If users must pay to use the content, we recommend including “(Paid)” in the page title. Alternatively, you can place “(Paid)” somewhere else on the page.

(1)

This game allows you to purchase downloadable content (DLC) and access passes through the Internet.

Purchasing an access pass grants you access to content from the service for a defined period of time.

● How to Purchase

Select  from the HOME Menu to open Nintendo eShop. Read the "Acquiring Downloadable Content and Passes" section within the electronic manual, and then follow the on-screen instructions.

◆ To view the electronic manual, select **My Menu** in the menu bar while in Nintendo eShop. Then select **Help** in the upper-right corner and choose **eShop Manual**.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	This content can be customized. Make sure to include the following information: - Concrete examples of which downloadable content or access passes can be purchased or downloaded - Purchase or download procedures The example provided in the template describes how to purchase content through the HOME Menu. If your software has the ability to launch Nintendo eShop directly, be sure to explain that. Provide a clear and specific method so that users can purchase or download the content/access passes without getting confused.

5.2.9 Communications with Systems in the Nintendo 3DS Family

	English	French	Spanish	Portuguese
Title	Communicating with Nintendo 3DS (🔗)	Connexion à un Nintendo 3DS	Conexión con Nintendo 3DS	Comunicação com o Nintendo 3DS
Category	Getting Started (🔗)	Pour commencer (🔗)	Primeros pasos (🔗)	Primeiros passos (🔗)

This template unit is required for all software titles that support local communications with systems in the Nintendo 3DS family.

You can insert this template unit in a page you have already created, rather than creating a dedicated page.

Note: The content of the template unit assumes the use of UDS communications. You may edit it to reflect the specifications of your software title. UDS communication refers to a communication scheme in which several clients are connected via a single host.

Communication with Nintendo 3DS

(1) Up to four people can play cooperatively if everyone has a system and game as noted below.

● You Will Need:

- One Wii U console
- One licensed version of Software Title for Wii U
- Up to three systems in the Nintendo 3DS™ family (including Nintendo 3DS XL and Nintendo 2DS)
- Up to three licensed versions of Software Title for Nintendo 3DS

● Connection Procedure

1. From the menu screen of Software Title for Wii U, select **Multiplayer** and then **Create Group**.
2. From the menu screen of Software Title for Nintendo 3DS, select **Multiplayer**, and then select the player name of the group you want to join.
3. Once the names of the participants are displayed on the Wii U screen, select **Stop Accepting Participants**.

Item	Text Edits
(1)	This content can be customized. Make sure to include the following information: • Communications with systems in the Nintendo 3DS family is possible • The number of systems and licensed versions of the software required for communication • The maximum number of people that can be involved in the communication • If there are conditions to be met before the online play in question becomes possible, when can it start? Please include procedures for initiating communication that clearly show users which system to use in each step.

5.2.10 Sound Settings

	English	French	Spanish	Portuguese
Title	Sound Settings (R)	Paramètres de son (R)	Ajustes de sonido (R)	Configurações de som (R)
Category	Getting Started (R)	Pour commencer (R)	Primeros pasos (R)	Primeiros passos (R)

Required for all software titles that support surround sound.

This template unit can be combined with other content on any page other than the first, penultimate, or last page. (In other words, there is no need to implement the content in this template as a separate page.)

(1)

Information about Audio Output

This software supports linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the TV item, and then change the audio-output type to Surround.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

5.3 Template Units for the Penultimate Page

This section explains the template units that are required for the penultimate page.

5.3.1 Required Template Units for the Penultimate Page

The template units to be inserted on the penultimate page differ depending on the software specifications. They also differ depending on whether the title is published by Nintendo or a licensee.

Ensure that the template units are merged and laid out from the top of the page in the order given in the table below. If other text is required, add a text box as necessary to include it. This assumes a white background for this page.

Table 5-3 Template Units for the Penultimate Page (see note below)

Layout Order	Template Unit	Category	Filename	Rank
1	Intellectual Property Warning	warning	warning.nfpg	A
2	Copyrights and Trademarks	copyright&trademark	copyright&trademark.nfpg	B
3	Font Copyrights	font	-	A
4	Middleware Copyrights	middleware	Havok.nfpg Nuance.nfpg QR_Code_reader.nfpg Roland.nfpg Unity.nfpg	A
			gameware.nfpg	A
5	Open Source Software Copyrights	oss	enchant.js.nfpg ijg_libjpeg.nfpg libnx_oss.nfpg Nintendo_Web_Framework.nfpg Nintendo_Web_Framework_DL.nfpg ShMo.nfpg ShMo_DL.nfpg libnx_oss.nfpg libnx_oss_LZ4.nfpg	A
6	Intellectual Property Cross-Reference	copyright&trademark	xref.nfpg	A

Note: The middleware copyright template units contain copyright wording that is based on the contracts between Nintendo and the companies involved or the rules of other companies. The middleware copyright notation applies when you use middleware supplied by Nintendo. For third party publishers, adjust this wording based on your own contracts with these companies, if applicable; it is allowable to change texts that are otherwise prohibited from being edited to comply with your specific licensing agreements and their provisions. Also, if other text is required, add a text box as appropriate to include it.

Note: If your manual contains multiple languages, it is acceptable to include items 2-5 in the English version only and insert a cross-reference for all other languages. See Section 5.3.6.6 nlib OSS library (libnx_oss.a) – LZ4 for more information.

5.3.2 Intellectual Property Warning (Required for All Software)

	English	French	Spanish	Portuguese
Title	Legal Notices (⚠)	Mentions légales (⚠)	Avisos legales (⚠)	Informações legais (⚠)
Category	About This Product (⚠)	À propos de ce produit (⚠)	Acerca de este producto (⚠)	Sobre este produto (⚠)

Required for all software titles, whether they are published by Nintendo or its licensees.

(1)

IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software, will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or non-licensed accessory. A system update may be required to play this game.

Item	Rank	Design	Text Edits
(1)	A	Technically allowed. However, if you are making changes, make sure this warning appears prominently on the page.	Editing this text is prohibited.

5.3.3 Copyrights and Trademarks (Required for All Software)

	English	French	Spanish	Portuguese
Title	Legal Notices (🚫)	Mentions légales (🚫)	Avisos legales (🚫)	Informações legais (🚫)
Category	About This Product (🚫)	À propos de ce produit (🚫)	Acerca de este producto (🚫)	Sobre este produto (🚫)

Required for all software titles.

- (1) © 20xx [Game-specific notice here]
- (2) Trademarks are property of their respective owners.
Wii U is a trademark of Nintendo.

Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Enter the appropriate copyright notice for the blue text, then delete the color tags around the blue text. - Nintendo-published titles must use the release date of the software as the date. - Licensee-published titles may use whatever notation the owner of the property rights desires. Game Boy Advance Virtual Console e-manuals may require this copyright notice.
(2)	B	Changes Allowed	Editing this text is prohibited. The trademark notice is not required for software that only uses Nintendo's trademarks. If licensees request the inclusion of any software-related legal notices, they should be added in this template.

5.3.4 Font Copyrights

	English	French	Spanish	Portuguese
Title	Legal Notices (🚫)	Mentions légales (🚫)	Avisos legales (🚫)	Informações legais (🚫)
Category	About This Product (🚫)	À propos de ce produit (🚫)	Acerca de este producto (🚫)	Sobre este produto (🚫)

Currently, no font copyright notices are required by Nintendo in the Americas or Europe. However, Licensees must use the contractually obligated language required in the contract for the font(s) they use for their titles.

5.3.5 Middleware Copyrights

	English	French	Spanish	Portuguese
Title	Legal Notices (ⓧ)	Mentions légales (ⓧ)	Avisos legales (ⓧ)	Informações legais (ⓧ)
Category	About This Product (ⓧ)	À propos de ce produit (ⓧ)	Acerca de este producto (ⓧ)	Sobre este produto (ⓧ)

The e-manual designer can list the middleware copyright notices in whatever order he or she likes. The rules governing text edits and copyright notation apply when using middleware provided by Nintendo. Make adjustments as necessary according to provisions and contracts with third parties regarding the titles created by other content provisors. Even text that is normally prohibited from being edited can be changed to match existing contracts and their provisions.

Design Changes:

The size of the text objects, their color, and the space between objects can be changed. (Changes can be made to the design even for parts where editing the text is prohibited.)

However, if the text object includes a TGA image, such as logos, modifying the TGA image or changing its size, color, or placement is prohibited. The TGA images are designed with a certain amount of margin on all sides. Do not position text or other objects in that area. (If the template is merged without moving the position of the image, the necessary margins will be preserved.)

5.3.5.1 QR Code Reader

For Nintendo published titles, add the legal line below (`QR_code_reader.nfpg`) for software that uses the QR Code Decoder.

(1) "QR Code reader" includes software deliverables of Information System Products Co., Ltd. and Institute of Super Compression Technologies, Inc.
 QR Code is a registered trademark of DENSO WAVE INCORPORATED.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

5.3.5.2 Nuance

Add the legal line below (`Nuance.nfpg`) for software that uses the Nuance Speech Synthesis Library.

(1)  The Nuance logo is a trademark of Nuance Communications, Inc.

Item	Rank	Design	Text Edits
(1)	A	Resizing, modifying the colors of, adjusting the position of, or editing the TGA image within a text box in any other way is prohibited. There is a fixed-size protective clearspace around the TGA image on all sides. Do not place any other objects or text within this clearspace. The required clearspace will be maintained if the template is merged and used directly, without any changes to objects' positions.	Editing this text is prohibited.

5.3.5.3 Gameware

Add the legal line below (`gameware.nfpg`) for software that uses Autodesk Gameware (Beast, HumanIK, Kynapse, Navigation, or Scaleform).

- (1) Autodesk® **GAMWARE**  This software product includes Autodesk® Beast™, Autodesk® Gameware Navigation, Autodesk® HumanIK® and Autodesk® Scaleform® software, © 2012 Autodesk, Inc. All rights reserved.
- (2) Autodesk, Beast, HumanIK and Scaleform are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.
- (3) Autodesk is registered trademark or trademark of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.

Item	Rank	Design	Text Edits
(1)	A	Resizing, modifying the colors of, adjusting the position of, or editing the TGA image within a text box in any other way is prohibited. There is a fixed-size protective clearspace around the TGA image on all sides. Do not place any other objects or text within this clearspace. The required clearspace will be maintained if the template is merged and used directly, without any changes to objects' positions.	Edit the blue text, and list the name of the middleware used. Edits are prohibited for everything other than the blue text. Changing the order of the middleware is prohibited. Delete the names of any middleware that is not used by your software. That said, if your application uses Kynapse, include "Autodesk® Gameware Navigation." - When using only either Kynapse or Navigation: This software product includes Autodesk® Gameware Navigation software, © 2012 Autodesk, Inc. All rights reserved. - When using only HumanIK: This software product includes Autodesk® HumanIK® software, © 2012 Autodesk, Inc. All rights reserved. - When using only HumanIK and Scaleform: This product includes Autodesk® HumanIK® and Autodesk® Scaleform® software, © 2012 Autodesk, Inc. All rights reserved.
(2)	A	Changes Allowed	Required if Beast, HumanIK, or Scaleform is used. Edit the blue text, and list the name of the middleware used. Edits are prohibited for everything other than the blue text. Changing the order of the middleware is prohibited. Delete the names of any middleware that is not used by your software. If this text is unnecessary, delete the entire text box. Note: Neither Kynapse nor Navigation is a registered trademark, so there is no need to list them even if they are used in combination. See (3) for what to include if both Kynapse and Navigation are used on their own. - When using only HumanIK, or HumanIK and Navigation: Autodesk and HumanIK are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. - When using only HumanIK and Scaleform: Autodesk, HumanIK, and Scaleform are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.
(3)	A	Changes Allowed	Required if Kynapse or Navigation is used on its own. Editing this text is prohibited.

5.3.5.4 Havok

Add the legal line below (Havok.nfpg) for software that uses either Havok Technology for Wii U or Havok Wii U XS.

(1)



Havok software is ©Copyright 1999-2012 Havok.com, Inc. (or its Licensors). All Rights Reserved.

Item	Rank	Design	Text Edits
(1)	A	Resizing, modifying the colors of, adjusting the position of, or editing the TGA image within a text box in any other way is prohibited. There is a fixed-size protective clearspace around the TGA image on all sides. Do not place any other objects or text within this clearspace. The required clearspace will be maintained if the template is merged and used directly, without any changes to objects' positions.	Editing this text is prohibited.

5.3.5.5 Roland SoundCanvas Sound Set

Add the legal line below (`Roland.nfpg`) for software that includes features for music education, music participation, music appreciation, or music production that uses the Roland SoundCanvas Sound Set.

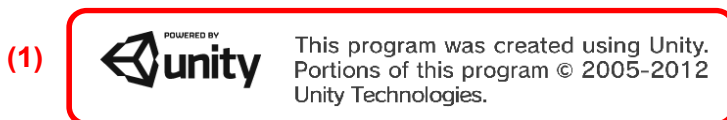
Note: The “Roland SoundCanvas Sound Set” is included in Cafe SDK. For details, see the Cafe SDK’s Function Reference Manual.



Item	Rank	Design	Text Edits
(1)	A	Resizing, modifying the colors of, adjusting the position of, or editing the TGA image within a text box in any other way is prohibited. There is a fixed-size protective clearspace around the TGA image on all sides. Do not place any other objects or text within this clearspace. The required clearspace will be maintained if the template is merged and used directly, without any changes to objects' positions.	Editing this text is prohibited.

5.3.5.6 Unity

Add the legal line below (`Unity.nfpg`) for software that uses Unity for Wii U.



Item	Rank	Design	Text Edits
(1)	A	Resizing, modifying the colors of, adjusting the position of, or editing the TGA image within a text box in any other way is prohibited. There is a fixed-size protective clearspace around the TGA image on all sides. Do not place any other objects or text within this clearspace. The required clearspace will be maintained if the template is merged and used directly, without any changes to objects' positions.	Editing this text is prohibited.

5.3.6 Legal Notices for Open Source Software

	English	French	Spanish	Portuguese
Title	Legal Notices (✖)	Mentions légales (✖)	Avisos legales (✖)	Informações legais (✖)
Category	About This Product (✖)	À propos de ce produit (✖)	Acerca de este producto (✖)	Sobre este produto (✖)

The order of the OSS notices is entirely up to the e-manual designer.

5.3.6.1 Wii U JPEG Library

Add the legal line below (`ijg_libjpeg.nfpg`) for software that uses the Wii U JPEG Library.

- (1) This software is based in part on the work of the Independent JPEG Group.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

5.3.6.2 Nintendo Web Framework

Add the legal line below (`Nintendo_Web_Framework_DL.nfpg`) for any downloadable software that uses Nintendo Web Framework. It is also acceptable to use the full template (see below) if preferred.

- (1) This product is powered by Nintendo Web Framework.
For information regarding open source software included in the Nintendo Web Framework, see Nintendo's official website.

If your software will be released as a disc-based title, or as both a retail and a download title, included the full legal text (`Nintendo_Web_Framework.nfpg`).

- (1) This product is powered by Nintendo Web Framework.
- The software includes open source software distributed under the terms of the GNU LIBRARY GENERAL PUBLIC LICENSE 2.0 or the GNU Lesser General Public license 2.1 (collectively "LGPL") and modified version of that software (collectively "the OSS"). In compliance with the LGPL, you have the right to obtain the source code of the OSS. If you need the source code, the source code is available on Nintendo's official website.
- WebKit
- The WebKit Open Source Project
Copyright © 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2009
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Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

Note: Manuals that contain this template can take a long time to preview, export, or convert to PDF. A PDF version of this file is provided within the package as a workaround; see Appendix B Nintendo Web Framework PDF for details.

Note: The Nintendo Web Framework open source software license is required in its entirety only in the English language of your e-manual. Should you decide to remove the full Nintendo Web Framework open source software license from the non-English language versions of your e-manual, we have included an optional replacement template (`xref.nfpg`) to direct users to the English version for information.

5.3.6.3 `enchant.js` for Nintendo Web Framework

Add the legal line below (`enchant.js.nfpg`) for software that uses `enchant.js` for Nintendo Web Framework.

(1)

■ `enchant.js`

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Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

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5.3.6.4 Wii U Share Movies Middleware (“ShaMo”)

Add the legal line below (ShaMo_DL.nfpg) for downloadable software that uses Wii U Share Movies Middleware. It is also acceptable to use the full template (see below) if preferred.

- (1) This software includes "Wii U Share Movies Middleware". For information regarding open source software included in this middleware, see Nintendo's official website.

If your software will be released as a disc-based title, or as both a retail and a download title, include the full legal text (ShaMo.nfpg).

(1)

This software includes "Wii U Share Movies Middleware".

■sbc

This software includes open source software distributed under the terms of the GNU Lesser General Public license 2.1 ("LGPL") and modified version of those (collectively "the OSS"). In compliance with the LGPL, the source code of the OSS is made available via Nintendo official website.

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Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

5.3.6.5 nlib OSS library (libnx_oss.a) - bsdiff

Add the following legal content (`libnx_oss.nfpg`) for software that uses bsdiff in the nlib OSS library (`libnx_oss.a`).

Note: See the following section for the legal content to use for LZ4 in the nlib OSS library (`libnx_oss.a`).

(1) ■ bsdiff
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Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

5.3.6.6 nlib OSS library (libnx_oss.a) – LZ4

Add the following legal content (`libnx_oss_LZ4.nfpg`) for software that uses LZ4 in the nlib OSS library (`libnx_oss.a`).

Note: See the previous section for the legal content to use for bsdiff in the nlib OSS library (`libnx_oss.a`).

(1)

■LZ4 Library

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Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

5.3.7 Intellectual Property Cross-Reference

If your manual contains multiple languages, it is acceptable to include the copyright notices for the software, along with notices about middleware components and open source software components in the English version only. In this case, include the following cross-reference (`xref.nfpg`) for all other languages.

(1)

For intellectual property rights information relating to this software, including notices relating to middleware components and open source software components if any have been used, refer to the English version of this manual.

Note: In contrast to the intellectual property-related template units in sections 5.3.3-5.3.6.4, this template is an information template and must therefore be provided in translated form. This is already provided for all languages included in the template package.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

5.4 Template Units for the Final Page

This section explains the template units that are required on the final page. No other content should appear on this page.

5.4.1 Required Template Units for the Final Page

Table 5-4 Template Units for the Final Page

Publisher	Template Unit	Category	Filename	Rank
Licensee	Support Information	support_info	support.nfpg	B
Nintendo	Support Information	support_info	support_nintendo.nfpg	B

5.4.2 Support Information for Licensee Titles

	English	French	Spanish	Portuguese
Title	Support Information (🚫)	Assistance (🚫)	Información de asistencia (🚫)	Assistência técnica (🚫)
Category	Troubleshooting (🚫)	Dépannage (🚫)	Solución de problemas (🚫)	Soluções de problemas (🚫)

Required for all third-party (licensee) software titles. Fill in the publisher's support information.

(1)

Contact Name (Required)

Contact Information (Required)

Phone Support Hours (Optional)

◆ We do not provide gameplay tips.

E-mail address, support URL, or official URL
(Optional)

Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Make sure to include the following information. • Contact name for licensee (required) List the company name, the name of the customer support center, etc. • Contact information for licensee (required) List at least one means for users to get in touch with the company's support system, for example, through a telephone number or an e-mail address. • Phone support hours (optional) • E-mail address, support URL, official URL, etc. (optional) • Supplemental info (optional)

5.4.3 Support Information for Nintendo Titles

	English	French	Spanish	Portuguese
Title	Support Information (⚠)	Assistance (⚠)	Información de asistencia (⚠)	Assistência técnica (⚠)
Category	Troubleshooting (⚠)	Dépannage (⚠)	Solución de problemas (⚠)	Soluções de problemas (⚠)

Required for all first- and second-party (Nintendo-published) software titles.

(1)



Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Editing this text is prohibited.

6 Virtual Console: Template Unit Descriptions and Editing Procedures

This chapter describes the template units that are needed to create e-manuals for Virtual Console (VC) titles. Please note that certain template units carry rules regarding their placement and location. For more information on template units for software other than Virtual Console software, see Chapter 5 Template Unit Descriptions and Editing Procedures.

6.1 VC: Template Units for the First Page

This section describes template units that are required on the first page of e-manuals for Virtual Console titles. Save the output template under the name "page_01.nfpg" to create it as a separate page.

6.1.1 Required Template Units for the First Page

Table 6-1 Template Units (First Page)

Template Unit	Category	Filename	Rank
Important Information	beforeuse	vc_temp_beforeuse.nfpg	A

6.1.2 Important Information (Required for All Virtual Console Software)

	English	French	Spanish	Portuguese
Title	Important Information (⚠)	Informations importantes (⚠)	Información importante (⚠)	Informações importantes (⚠)
Category	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)

Required for all Virtual Console games.

(1)

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Item	Rank	Design	Text Edits
(1)	A	Changes Prohibited	Editing this text is prohibited. For software that has unusual specifications (for example, a service that will be discontinued after a certain period of time), it is acceptable to add supplemental information explaining the situation to consumers in advance.

6.2 VC: Template Units for Other Pages

This section explains the template units that can be inserted on any page other than the first, penultimate, or last page of e-manuals for Virtual Console software.

6.2.1 Required Template Units for Other Pages

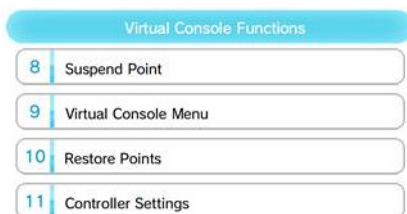
These template units can be exported to any other page.

Be sure to create an independent page for each template unit for which a layout order is given and order them as indicated on consecutive pages.

Table 6-1 Template Units (Any Page)

Layout Order	Template Unit	Category	Filename	Rank
-	Controllers	accessory	vc_temp_controller.nfpg	-
1	Suspend Point	vc	vc_temp_suspend_point.nfpg	-
2	Virtual Console Menu	vc	vc_temp_vc_menu.nfpg	-
3	Restore Points	vc	vc_temp_restore_point.nfpg	-
4	Controller Settings	vc	vc_temp_controller_setup.nfpg	-
5	Using a Wii Remote	vc	vc_temp_wii_remote.nfpg	-

Note: Of the templates listed above, only the Suspend Point template has a page category set by default, since most e-manuals created by Nintendo have the following structure. If you decide to change the order, you'll have to adjust the page category settings for the pages affected.



Note: Template units for which a layout order is given are provided according to specifications for software running on Nintendo platforms. If the software is for another platform, make adjustments by combining the necessary template units to match software specifications. Such adjustments specifically include the following:

- Use only the necessary template units.
- You may change the layout order. Template units do not need to be laid out on consecutive pages.
- Even where editing text is normally prohibited, you *may* edit the text in order to align with software specifications.
- Although page categories and page titles are normally fixed and marked as “edits prohibited,” they may be edited.

6.2.2 Controllers

	English	French	Spanish	Portuguese
Title	Controllers (🇺🇸)	Manettes (🇫🇷)	Controles (🇪🇸)	Controles (🇵🇹)
Category	Getting Started (🇺🇸)	Pour commencer (🇫🇷)	Primeros pasos (🇪🇸)	Primeiros passos (🇵🇹)

Required for all Virtual Console titles that support any controllers or accessories other than the Wii U GamePad. Make sure to list all controllers and accessories that can be used within the software. This template is not required for software played using only a single Wii U GamePad.

This template unit can be combined with other content on any page other than the first, penultimate, or last page (for example, a page describing gameplay controls). In other words, there is no need to implement the content in this template as a separate page.

(1)

Supported Controllers

(2)

This software can be used with any of the following controllers once they have been paired with the console.

(3)



(4)

◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

(5)

◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.

(6)

◆ Only one Wii U GamePad controller can be used.

(7)

◆ Each player must have a controller to play in multiplayer mode.

(8)

◆ To use a Wii Remote or Wii Remote Plus, please refer to the Using a Wii Remote page.

(9)

Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.



Item	Rank	Design	Text Edits
(1)	–	Changes Allowed	This text can be customized. If a heading isn't necessary (for example, if the page title already serves as a heading), delete the entire text box and frame combination.
(2)	–	Changes Allowed	This content can be customized. Make the appropriate changes in accordance with the number and types of usable controllers.
(3)	–	Changes Allowed	Use the name of the controller or accessory together with a TGA image as a set. Editing the text for the product names is prohibited. Include only the appropriate controllers and accessories given your software's specifications, and delete any unnecessary items. The spatial relationship between the text and the TGA image is left to your discretion. Although the text and TGA images should generally be used as a set, it is also acceptable to list the product names only in textual format. The content you choose for this portion of the "Controllers" template unit should be the most user-friendly choice given your software's specifications. Note: Using TGA files alone (without text) is prohibited -- use either a TGA image along with text or text alone. Contact Nintendo's Licensing Department if you have created any TGA images for proprietary accessories created by the publisher, for which no template assets are provided by Nintendo.
(4)	–	Changes Allowed	Include this text for titles that support the Classic Controller Pro™ accessory. Either use the sample text verbatim, or use text with the same intent.
(5)	–	Changes Allowed	Include this text for titles that support both the Wii Remote and Wii Remote Plus controller. Include this text even if the Wii Remote Plus is combined with another controller, such as a Nunchuk. Either use the sample text verbatim, or use text with the same intent.
(6)	–	Changes Allowed	This text can be customized freely. List any controller-related precautions or extra information here. If this text is not required, delete the entire text box.
(7)	–	Changes Allowed	This text is required for software that uses multiple controllers (for example, software that supports multiplayer modes). If only some of the many available controllers can be used for multiplayer modes, be sure to specifically state which controllers are supported. For example, "To play a two-player game, two Wii Remote or Wii Remote Plus controllers are required." If this text is not required, delete the entire text box.
(8)	–	Changes Allowed	Include this text for titles that require a special procedure to use a Wii Remote or Wii Remote Plus controller and to change button assignments. If this text is not required (for example, NES titles), delete the entire box.
(9)	–	Changes Allowed	Include this text for titles that support any controllers other than the Wii U GamePad. Either use the sample text verbatim, or use text with the same intent.

6.2.3 Suspend Point

	English	French	Spanish	Portuguese
Title	Suspend Point (🚫)	Point d'interruption(🚫)	Punto de suspensión(🚫)	Ponto de suspensão(🚫)
Category	Virtual Console Features (🚫)	Fonctions Virtual Console (🚫)	Funciones de Virtual Console (🚫)	Funções do Virtual Console (🚫)

Required for all Virtual Console games that include a suspend point feature. This feature (and therefore this e-manual template) are mandatory for all Virtual Console games that were originally released for Nintendo platforms. This template unit must be implemented as its own page.

(1)

If you press  while playing a Virtual Console™ game, the game will be paused and progress will be temporarily saved. This function allows you to continue a game from where you left off, even if you switch to a different application at the HOME Menu or turn the system off while the game is paused.

◆ Once the game is restarted, the temporary save data will be deleted.

Item	Rank	Design	Text Edits
(1)	–	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

6.2.4 Virtual Console Menu

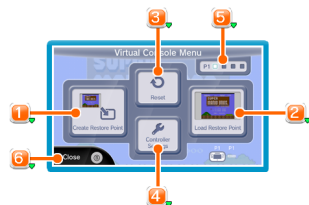
	English	French	Spanish	Portuguese
Title	Virtual Console Menu (🚫)	Menu Virtual Console (🚫)	Menú de Virtual Console (🚫)	Menu do Virtual Console (🚫)
Category	Virtual Console Features (🚫)	Fonctions Virtual Console (🚫)	Funciones de Virtual Console (🚫)	Funções do Virtual Console (🚫)

Required for all Virtual Console games that were originally released for Nintendo platforms. Make sure to change the content to reflect the platform on which the game was originally released. This template unit must be implemented as its own page.

For Most Virtual Console Games That Were Originally Designed for Nintendo Systems

(1)

Tap the Wii U GamePad screen while playing a Virtual Console game to pause the game and display the Virtual Console menu.



◆ The images in the screenshot above are examples. Actual screens may differ.

1 Create Restore Point

Create a restore point that contains both your game progress and your in-game save data.

2 Load Restore Point

Load the restore point.

◆ This option is only available if you have created a restore point.

3 Reset

Reset the game and return to the title screen.

4 Controller Settings

Configure controllers and verify or change button assignments here. For details, please see [Controller Settings](#) (SET PAGE) 1.

5 Player number

You can change the player number of the Wii U GamePad controller.

Tap the box above the player number you want to assign to the Wii U GamePad.



◆ You can only change the player number of the Wii U GamePad.

6 Close

Close the Virtual Console menu.

Hiding the Wii U GamePad Display

You can hide the Wii U GamePad display by closing the Virtual Console menu while pressing . To restore the display on the Wii U GamePad after hiding it, simply tap the screen.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

6.2.5 Restore Points

	English	French	Spanish	Portuguese
Title	Restore Points (🔪)	Fonction de récupération (🔪)	Punto de restauración (🔪)	Pontos de restauração (🔪)
Category	Virtual Console Features (🔪)	Fonctions Virtual Console (🔪)	Funciones de Virtual Console (🔪)	Funções do Virtual Console (🔪)

Required for all Virtual Console games that include a restore point feature. This feature (and therefore this e-manual template) are mandatory for all Virtual Console games that were originally released for Nintendo platforms. This template unit must be implemented as its own page.

(1)

To create a restore point, open the Virtual Console menu and select Create Restore Point. This function lets you save your progress and complete game state at any point during the game. From the Virtual Console menu, you can also select Load Restore Point, which allows you to restart the game again and again from the same place. A restore point is like a snapshot of the game's state at that instant. It contains the game's progress and all in-game save data. Restore-point data is replaced every time you create a new restore point.

◆ You can only have one restore point per Virtual Console game. *The next time you create a restore point, the previous restore point for that game will be replaced.*

Important Information:
Games with a Save Feature

When the restore point is loaded, *in-game save data will be replaced.*

Example:

❶ On October 24, a restore point is created. Remember, a restore point is a complete, up-to-the-moment save of everything in the game. This means that both the game progress and the in-game save data are *contained in the restore point (→)*.

Oct. 24

Game Content

Game Progress

Save Data

→

October 24

Game Progress

Save Data

Restore-Point Data

❷ On October 28, the in-game save data is updated (+) with the latest game progress.

Oct. 28

Game Content

Save Data+

❸ Then the restore point from October 24 is loaded (←).

Oct. 28

Game Content

Save Data+

←

October 24

Game Progress

Save Data

Restore Point

❹ The restore-point data replaces the updated in-game save data (+), and the latest game progress is lost. The game state reverts back to that of October 24.

Oct. 28

Game Content

Game Progress

Save Data

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

6.2.6 Controller Settings

	English	French	Spanish	Portuguese
Title	Controller Settings (✖)	Paramètres des manettes (✖)	Configuración de controles (✖)	Configuração do controle (✖)
Category	Virtual Console Features (✖)	Fonctions Virtual Console (✖)	Funciones de Virtual Console (✖)	Funções do Virtual Console (✖)

Required for all Virtual Console games that use the same settings as NES, SNES, and Game Boy™ Advance titles. This template unit must be implemented as its own page.

(1)

Controller Selection

All paired controllers will be displayed here.

Select a controller with , and press  to adjust the button settings for that controller.



Button Assignment

● Viewing button assignments

Select a button from the list on the left side of the screen to verify its button assignment.



● Changing button assignments

Select the button you want to reassign from the list on the left side of the screen, and select Change. A list of the available button configurations will be displayed on the right. Choose the button you want to assign, and press  to make the change. Press  to cancel the selection and return to the View Button Assignments screen.



◆ Button assignments are saved separately for each game.

◆ The screens show an NES™ game as an example. The same procedure applies for Super NES™ and Game Boy™ Advance titles.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

6.2.7 Using a Wii Remote

	English	French	Spanish	Portuguese
Title	Using a Wii Remote (✖)	Utiliser une manette Wii Remote (✖)	Cómo usar un control Wii Remote (✖)	Usar um Wii Remote (✖)
Category	Virtual Console Features (✖)	Fonctions Virtual Console (✖)	Funciones de Virtual Console (✖)	Funções do Virtual Console (✖)

Required for games for Super Nintendo, or other platforms whose features limit the ability to play with a Wii Remote alone. This template unit must be implemented as its own page.

(1)

To use a Wii Remote controller (or Wii Remote Plus controller), press and hold ② while the game is loading. If you select Yes, you can then control the game using the Wii Remote controller.

- ◆ Be sure to keep holding down ② until the game is loaded.
- ◆ The Wii Remote must be paired with the console.
- ◆ Because there may not be enough buttons on the Wii Remote for some games, your ability to progress may be affected.

Item	Rank	Design	Text Edits
(1)	–	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

6.3 VC: Template Units for the Penultimate Page

This section describes template units that are required for the penultimate page of the e-manual for a Virtual Console title.

6.3.1 Required Template Units for the Penultimate Page

Template units used on the penultimate page should be laid out on a single independent page in order from the top of the page. The background color of the page is presumed to be white.

Table 6-2 Template Units for the Penultimate Page

Layout Order	Template Unit	Category	Filename	Rank
1	Intellectual Property Warning	warning	vc_temp_warning.nfpg	A
2	VC Disclaimer for Ports	vc	vc_temp_Indemnity_passage.nfpg	A
-	Original Manual Disclaimer	vc	vc_temp_Indemnity_passage_origin almanual.nfpg	A
3	Copyrights and Trademarks	vc	vc_temp_copyright&trademark.nfpg	B

Warning: If other notations are required, be sure to add text boxes as needed to include them.

6.3.2 Intellectual Property Warning (Required for All Virtual Console Software)

	English	French	Spanish	Portuguese
Title	Legal Notices (⚠)	Mentions légales (⚠)	Avisos legales (⚠)	Informações legais (⚠)
Category	About This Product (⚠)	À propos de ce produit (⚠)	Acerca de este producto (⚠)	Sobre este produto (⚠)

Required for all software titles, whether they be published by Nintendo or its licensees.

(1)

IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or non-licensed accessory. A system update may be required to play this game.

Item	Rank	Design	Text Edits
(1)	A	Technically allowed. However, if you are making changes, make sure this warning appears prominently on the page.	Editing this text is prohibited.

6.3.3 Disclaimer for Ports (Required for All Virtual Console Software)

	English	French	Spanish	Portuguese
Title	Legal Notices (🚫)	Mentions légales (🚫)	Avisos legales (🚫)	Informações legais (🚫)
Category	About This Product (🚫)	À propos de ce produit (🚫)	Acerca de este producto (🚫)	Sobre este produto (🚫)

Required for all Virtual Console games.

(1)

This software represents game content, characters, sounds, etc., of the original games. The porting of games from original systems may result in minor changes to the game display and sound. These changes do not affect gameplay. Some features included in the original game may not be available in the Wii U Virtual Console versions of the games.

Item	Rank	Design	Text Edits
(1)	A	Technically allowed. However, if you are making changes, make sure this warning appears prominently on the page.	Editing this text is prohibited.

6.3.4 Original Manual Disclaimer

	English	French	Spanish	Portuguese
Title	Legal Notices (⚠)	Mentions légales (⚠)	Avisos legales (⚠)	Informações legais (⚠)
Category	About This Product (⚠)	À propos de ce produit (⚠)	Acerca de este producto (⚠)	Sobre este produto (⚠)

Required for games that have a feature to view the original instruction manual (for example, games that were originally made for Game Boy Advance, Nintendo DS, or Nintendo 64).

Nintendo recommends placing this content on the same page that is referenced in the original manual, but it is also acceptable to place this on the penultimate page.

(1)

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

Item	Rank	Design	Text Edits
(1)	A	Technically allowed. However, if you are making changes, make sure this warning appears prominently on the page.	Editing this text is prohibited.

6.3.5 Copyrights and Trademarks (Required for All Virtual Console Software)

	English	French	Spanish	Portuguese
Title	Legal Notices (🚫)	Mentions légales (🚫)	Avisos legales (🚫)	Informações legais (🚫)
Category	About This Product (🚫)	À propos de ce produit (🚫)	Acerca de este producto (🚫)	Sobre este produto (🚫)

Required for all Virtual Console games.

- (1) © 19xx [Game-specific notice here]
- (2) Trademarks are property of their respective owners.
Wii U is a trademark of Nintendo.

Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Enter the appropriate copyright notice for the blue text, then delete the color tags around the blue text. - Nintendo-published titles must use the release date of the software as the date. - Licensee-published titles may use whatever notation the owner of the property rights desires.
(2)	B	Changes Allowed	Editing this text is prohibited. The trademark notice is not required for software that only uses Nintendo's trademarks. If licensees request the inclusion of any software-related legal notices, they should be added in this template.

6.4 VC: Template Units for the Final Page

This section describes template units required on the final page of e-manuals of Virtual Console titles. Create an independent page for these template units.

6.4.1 Required Template Units for the Final Page

Table 6-3 Template Units for the Final Page

Template Unit	Category	Filename	Rank
Support Information (Nintendo Published)	vc	vc_temp_support_nintendo_noa.nfpg	B
Support Information (Virtual Publisher)	vc	vc_temp_support.nfpg	B

6.4.2 Support Information for Games Originally on Nintendo Platforms (Required)

	English	French	Spanish	Portuguese
Title	Support Information (🚫)	Assistance (🚫)	Información de asistencia (🚫)	Assistência técnica (🚫)
Category	Troubleshooting (🚫)	Dépannage (🚫)	Solución de problemas (🚫)	Soluções de problemas (🚫)

Required for all Virtual Console games that were originally released for Nintendo platforms.

(1)

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078

Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Editing this text is prohibited.

6.4.3 Support Information for Games Originally on Other Platforms (Required)

	English	French	Spanish	Portuguese
Title	Support Information (🚫)	Assistance (🚫)	Información de asistencia (🚫)	Assistência técnica (🚫)
Category	Troubleshooting (🚫)	Dépannage (🚫)	Solución de problemas (🚫)	Soluções de problemas (🚫)

Required for all Virtual Console games that were originally released for non-Nintendo platforms. Fill in the support information listed. It is OK to add any other information deemed necessary.

(1)

Company Name

For help about Wii U services in general, or for inquiries regarding a specific title, select **My Menu** in the menu bar while in Nintendo eShop. Then select **Help** in the upper-right corner and choose **Customer Support**.

◆ We do not provide gameplay tips.

Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Edits are prohibited for everything other than the blue text. Replace the blue text with the name of your company. Delete the color tags.

7 Making Use of Design Templates

This section explains how to use the design templates provided by Nintendo in your e-manuals. Design templates are pre-made assets that have been prepared by Nintendo for headers, callouts, tables, and frames. They can be used for all types of software. Nintendo has also provided various design samples that combine the design templates in a more fleshed-out manner. Use these for reference as you work on creating layouts for your e-manuals.

7.1 Optional Design Templates

Design templates have been prepared in four colors: pink, green, blue, and orange. Additionally, design templates specifically recommended for Virtual Console titles are provided. The pink, green, and blue design templates and Virtual Console-specific design templates use images for the frames in order to implement rounded corners on the headings and other elements. The orange design templates do not use any images for the frames, so the design is somewhat limited, but this demonstrates a method of cutting down the size of the e-manual data. All images used in the design templates are stored in the sub-directories of the `textures` folder.

Note: For more information on frames, see the separate *Wii U Electronic Manual Creation Guide*.

Table 7-1 List of Design Templates

Design Template	Image Folder Name	Category	Filename
Standard Tables	chart	parts_<color>	material_chart.nfpg
Standard Frames	frame	parts_<color>	material_frame.nfpg
Standard Headings	frame	parts_<color>	material_heading.nfpg
Standard Callouts	line	parts_<color>	material_line.nfpg
Design Sample Page 1	chart/design_sample/frame/line	parts_<color>	design_sample1.nfpg
Design Sample Page 2	chart/design_sample/frame/line	parts_<color>	design_sample2.nfpg
Design Sample Page 3	chart /frame/line	parts_<color>	design_sample3.nfpg
Design Sample Page 4	design_sample/frame/line	parts_<color>	design_sample4.nfpg
Design Sample Page 5	chart/frame/line	parts_<color>	design_sample5.nfpg
VC Tables	vc_chart/vc_frame/vc_design_sample	parts_vc	vc_material_chart.nfpg
VC Headings	vc_frame	parts_vc	vc_material_heading.nfpg
VC Callouts	vc_frame/ vc_line /vc_design_sample	parts_vc	vc_material_line.nfpg

Design Template	Image Folder Name	Category	Filename
VC Sample (Screenshot)	vc_frame/vc_design_sample	parts_vc	vc_sample1.nfpg
Virtual Console Sample Page (with numbered lists, precautions, notes, and frames)	vc_frame/vc_design_sample	parts_vc	vc_sample2.nfpg
VC Sample (Item)	vc_chart/vc_design_sample	parts_vc	vc_sample3.nfpg
Virtual Console TGA image	vc_controller	-	-

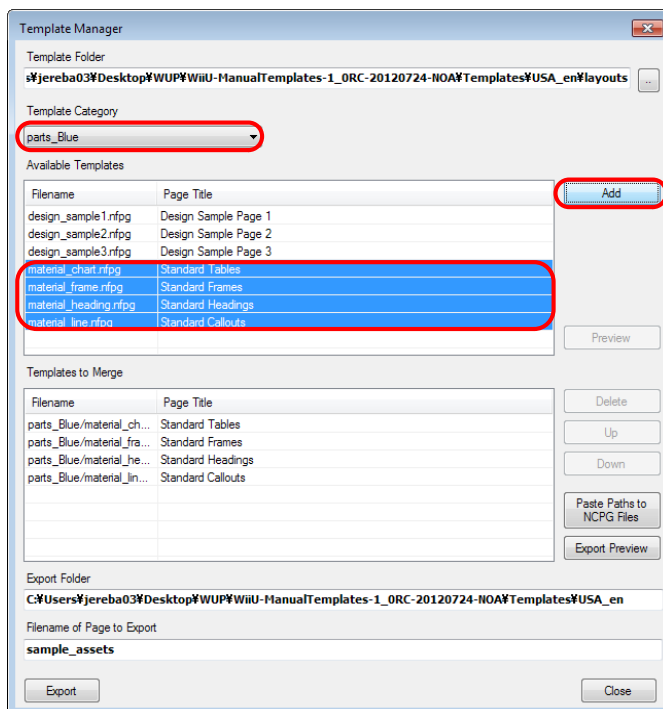
Note: Although, these design templates are provided and recommended by Nintendo for use in creating e-manuals, they are not required; the use of design elements is left to the e-manual designer's discretion.

7.2 How to Use Design Templates

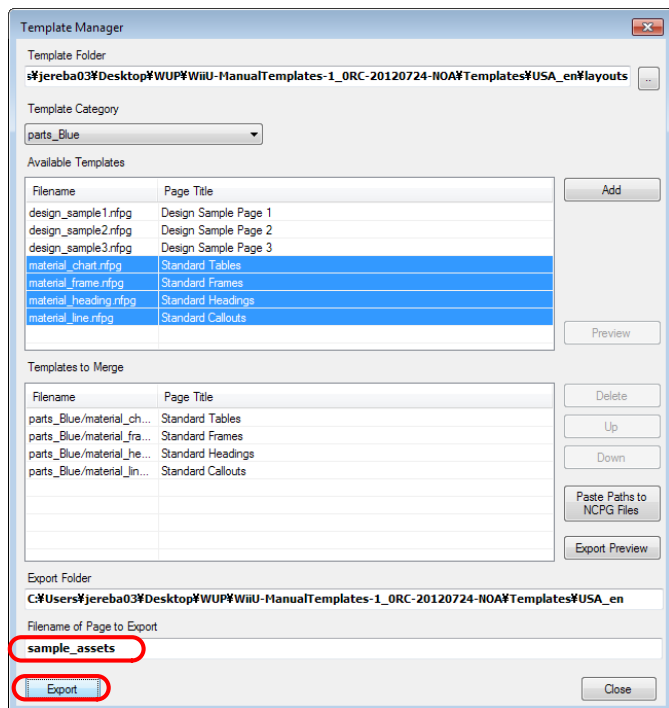
If you like, you can copy and paste the provided design templates directly into your e-manual data. You can change the colors before using them.

Using the stock design templates directly

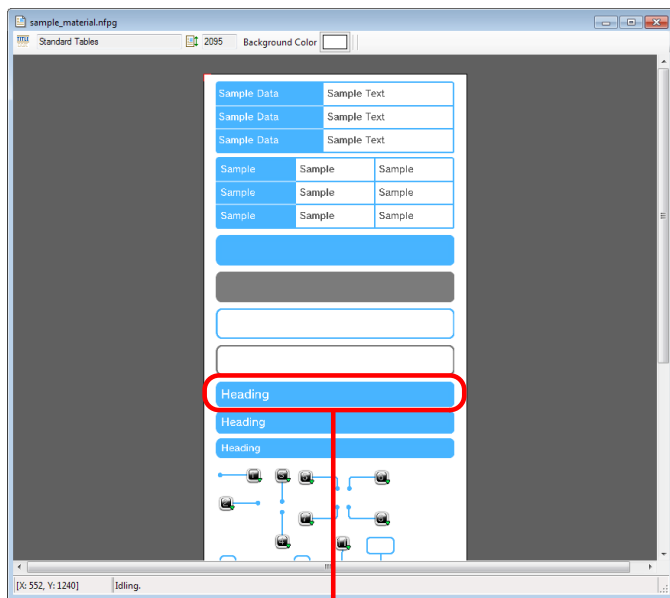
1. Open the Template Manager, select `parts_<color name>` as the category, choose the desired templates, and click **Add**.



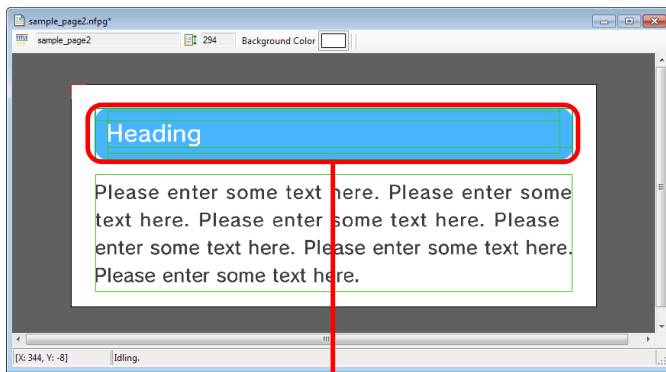
2. Enter the filename of the page to export, then click **Export**.



3. The design templates will be exported as an NFPG file. Open the exported file and copy the elements you need to the clipboard.



- Paste the copied elements into another NFPG file within the same project.

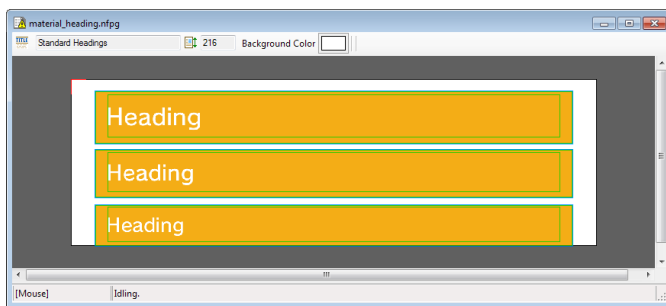


Paste

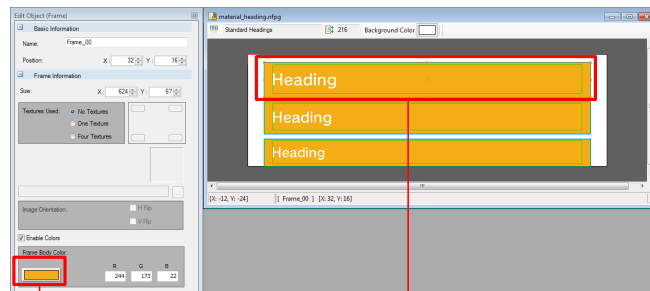
Creating design templates with custom colors

When using frames that contain images, you can change the colors by editing the source images in the various sub-directories of the `textures` folder using Adobe Photoshop. When using frames that do not contain images, you can change the frame color directly within Manual Editor. As an example, this section explains how to change the frame color and make this customization accessible within the Template Manager when working with frames that do not contain images.

- Using the **Project** window, specify the path to the `Templates` folder within the `Wii U-ManualTemplates` as the project folder.
- Open the NFPG file for the design template whose colors you want to change.



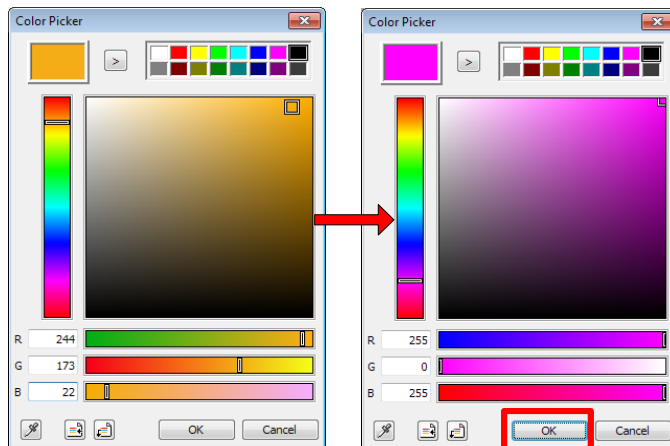
- Select the frame whose color you want to change, then click the **Color** button in the **Edit Object** window.



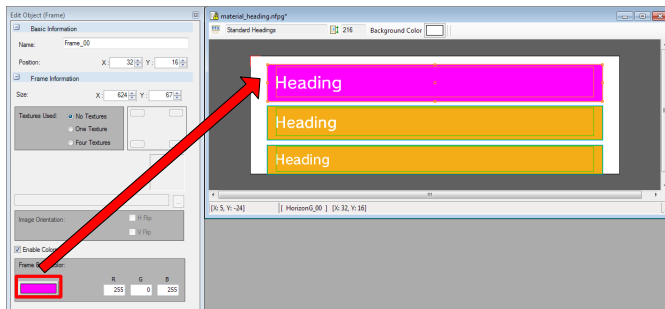
Color button

**Frame whose color you
want to change**

4. Set the desired color in the **Color Picker** dialog, then click **OK**.



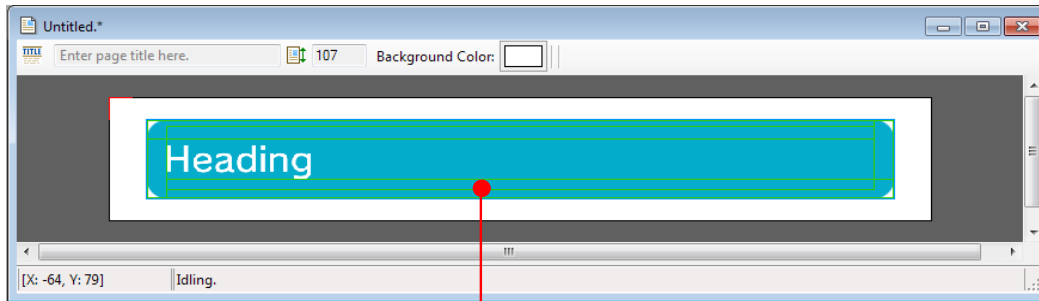
5. Verify that the **Color** button and the frame color have updated to reflect your selection.



6. Select **File > Save As** and enter your desired filename. You can now select the new design template you've created with modified colors via the Template Manager.

8 Creating Design Templates

This chapter explains how to create templates and use them through the Template Manager. This is for use when publishers wish to create new design templates for manuals, rather than the ones included in the template package. As an example, a header template will be created.

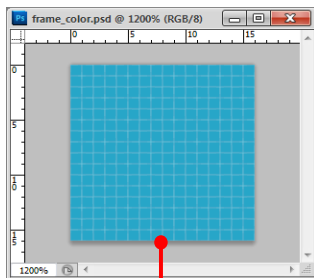


Frame (with one texture specified)

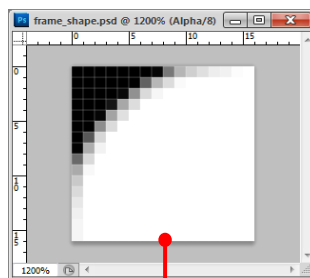
Note: If you have already created a header like the above, skip to step 16. Steps 1-15 describe how to create the design template shown in the screenshot above. For more information on frames, see the separate *Wii U Electronic Manual Creation Guide*.

1. Using the **Project** window, specify the path to the `Templates` folder within the `Wii U-ManualTemplates` as the project folder. Be sure to always use the latest available version of the templates.
2. We will use Adobe Photoshop to create the images set for the four corners of the header frame.
3. Open Photoshop. Select **File > New**, and set the dimensions to 16x16 pixels, with 72 ppi. Set the color mode to **RGB Color** (using **8 bit**). You can customize the dimensions to match the size of the frame you want to create.
4. Create an image like the image below.

Note: Fill it in with the desired frame color. Display the Channels panel, then create a new alpha channel. Draw the corner shape using the alpha channel. The area appearing white indicates the portion that will be rendered; the area appearing in black indicates the transparent portion.

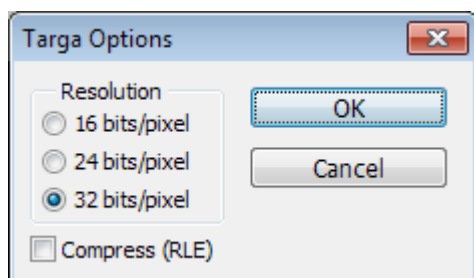


Desired frame color

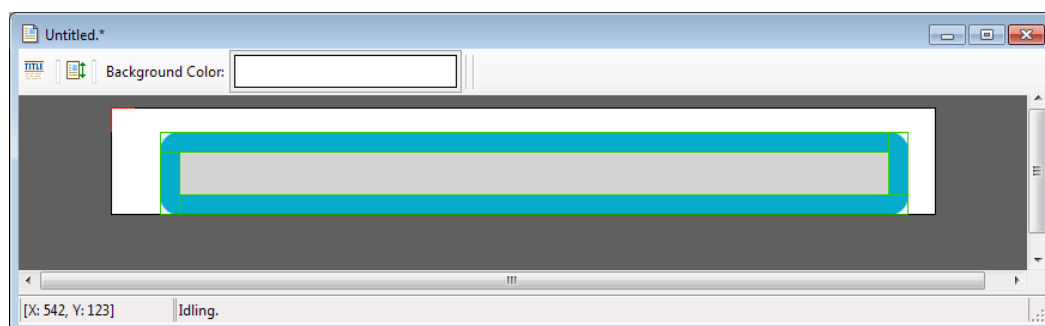


Desired frame shape

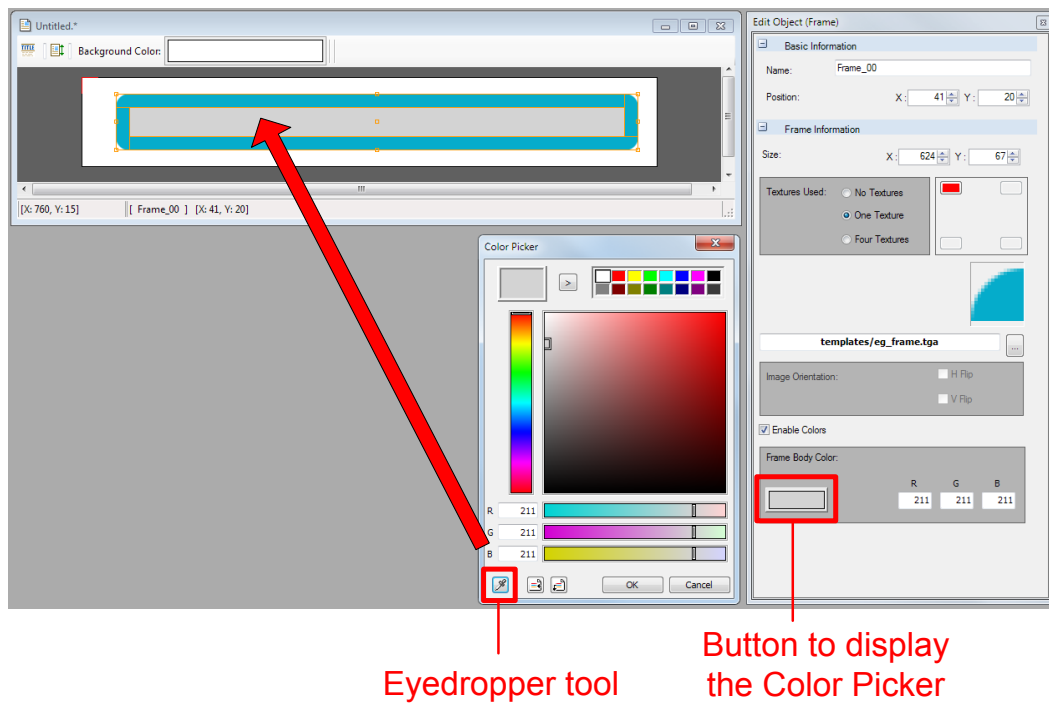
5. Select **File > Save As**. Browse to the <desired_language>\textures\frame sub-folder of your templates directory and set the image format to **Targa**. Input the filename and click **Save**. Make sure to choose **32 bits/pixel**, and leave **Compress (RLE)** unchecked.



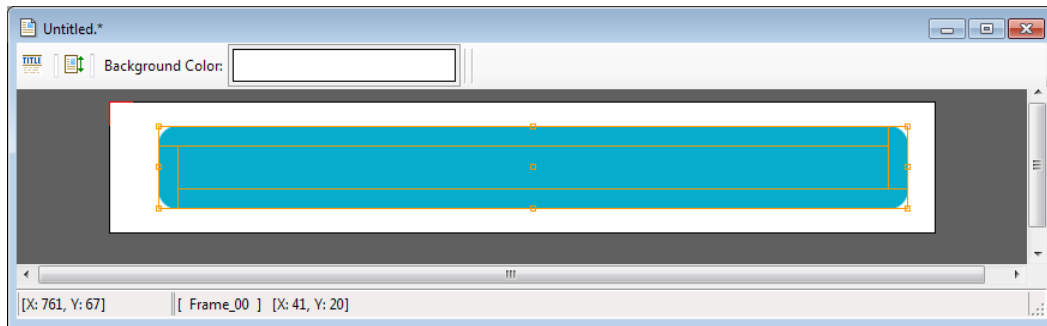
6. In the Manual Editor, select **File > New Page** to create a new NFPG page.
7. Right-click inside the page layout window and select **Create Frame**. A frame will be created.
8. Set the width of the frame to 624.
9. Select the **One Texture** option, and click on the open file icon. Select the TGA file you created earlier and click **Open**. This will create a frame like the one below.



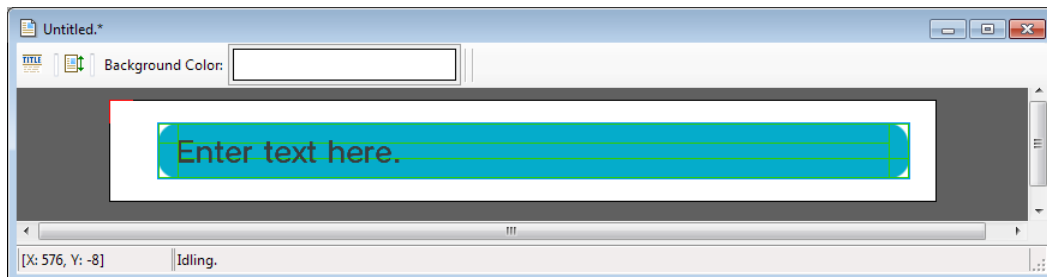
10. The next step is to fill the frame with color. In the **Edit Object** sub-window, click the color picker button. In the **Color Picker** window, click on the eyedropper icon and click on a colored part of the frame. Click **OK**.



The frame will change to look like the one below.



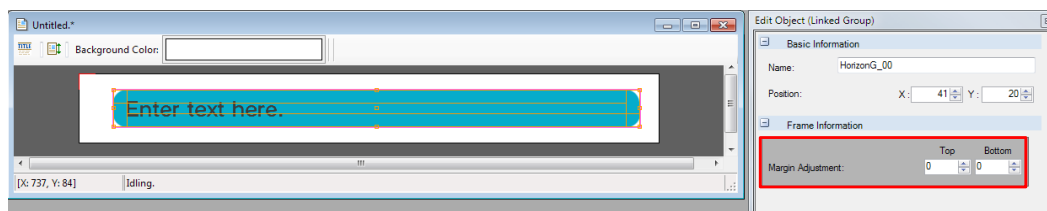
11. Right-click on the page and select **Create Text Box**.
12. Set the width of the new text box to 592 pixels. It will now be layered on top of the frame. Place the text box in the center of the frame horizontally.



13. Select both objects, then right-click and select **Group Linked**.

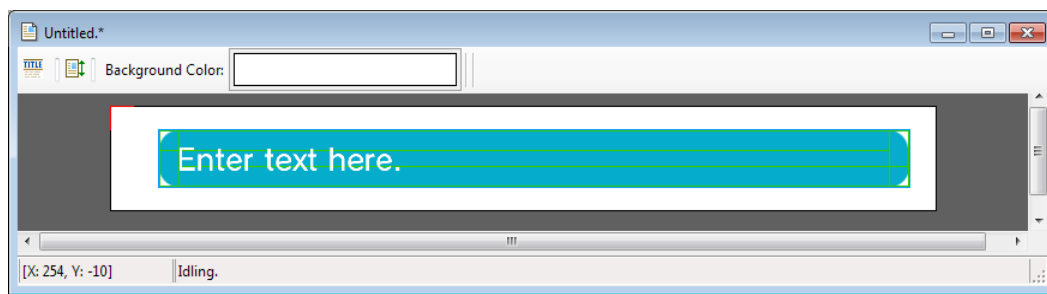
Note: For more information on linked groups, read the *Wii U Electronic Manual Creation Guide*.

14. Select the newly created linked-group object and adjust the margins.



Note: Setting the margins lets you set the space between the text box and the frame edge on the top and bottom sides.

15. Select the text box, and change the text color to white by changing the **Base Text Color** setting in the **Edit Object (Text Box)** window.

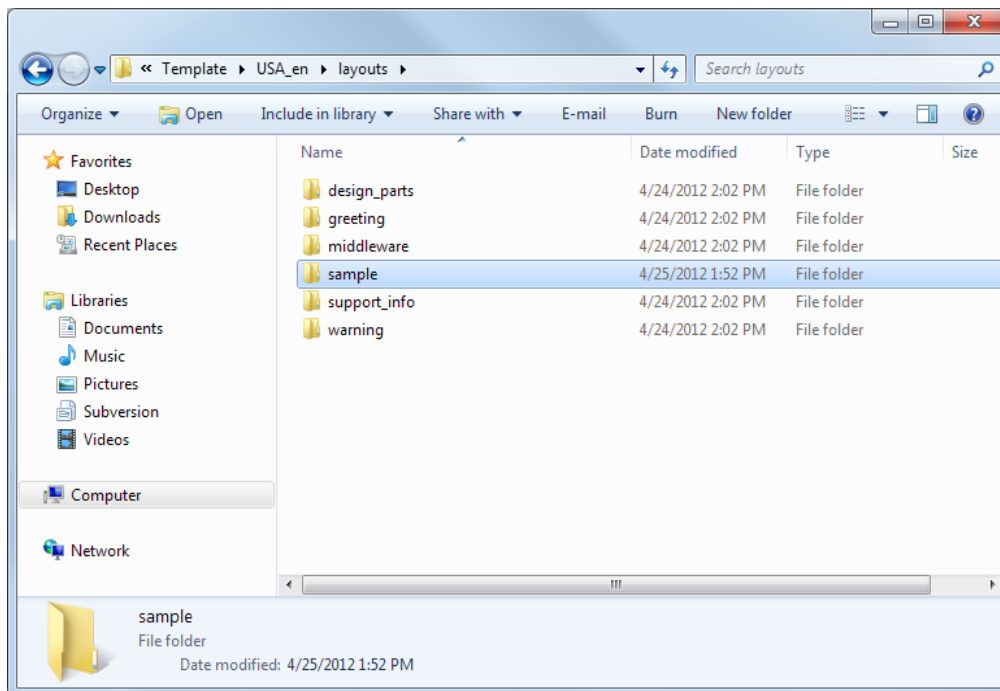


16. Change the title of the page in **Page Settings**.

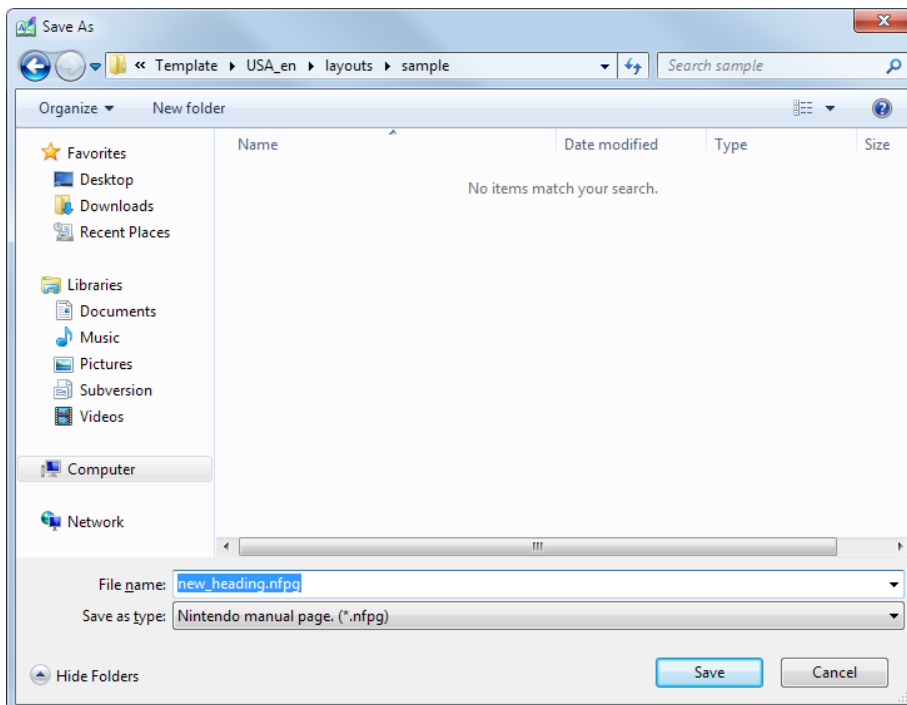
Note: The information you enter here will appear in the **Page Title** field within the **Template Manager**.

17. Select **File > Save Page** to save your new template.

18. Create a new folder with an identifiable name within the `layouts` directory.



19. Enter the filename and click **Save**.



The new custom template can now be used with the Template Manager.

Appendix A Icon List

The following software icons are for referring users from your e-manual to another application or e-manual. Use them as needed.

Table 8-1 List of Software Icons

Design Template	Folder where icon images are stored	File Name
Icon list	appendix	icon_list.nfpg

	(Health and Safety Information)
	(Parental Controls)
	(System Settings)
	(Wii Menu)
	(Mii Maker)
	(Daily Log)
	(Wii U Chat)
	(Manual)
	(Friend List)
	(Miiverse)
	(Nintendo eShop)
	(Internet Browser)
	(Nintendo TVii)
	(Download Management)
	(Notifications)

Appendix B Nintendo Web Framework PDF

This package includes a PDF-based version of the boilerplate text to include for titles that use Nintendo Web Framework (`Nintendo_Web_Framework.pdf`). For a screenshot and the conditions under which this template is required, see Section 5.3.6.1 Wii U JPEG Library.

Note: This template unit contains a large amount of text, and as a result, it takes some time to open, preview, and export to binary format using Wii U ManualEditor. It can take several hours in certain cases to export manuals containing this content to a PDF file using ManualEditor's printing feature. Please use this boilerplate file as you see fit. For example, you may want to distribute the pre-made PDF to your reviewers until the content of your manual is approved and the template is required for a final build.

Appendix C Guideline Checklist

The Wii U Guidelines (a separate package available on WarioWorld) include some rules about what content goes into an e-manual. The following is a brief checklist aimed at letting you know the relevant issues. For more details about any of the issues, see the Wii U Guidelines.

Table 8-2 Content Required in Manuals

Check	Rank	All Software
	A	Have you followed the terminology set forth by the Wii U Terminology lists (hardware, software, and miscellaneous), the Nintendo Network Terminology list, and the amiibo Terminology list? Reference: Wii U Guidelines: General > Common Items > Terminology
	A	Have you included any URLs, advertisements, or similar items that have not been approved in advance by Nintendo? It is acceptable to include the following URLs without approval: - URLs for the publisher's official site - URLs for support sites - URLs appearing in the user terms of service agreement within the game - URLs contained in official legal notices In this case, make sure the target is clearly shown. Example: Check the Nintendo website (http://www.nintendo.com) Reference: - Wii U Guidelines: General > Common Items > Displaying URLs and Advertisements in Applications

Table 8-3 Content Required Either in Applications or Manuals

Check	Rank	Applications that use Nintendo original format NFC tags (NOFT) and also use means other than a message (such as an icon) to indicate that data is being written to a NOFT tag.
	A	Have you explained in the manual that the user should not move the tag away from the Wii U GamePad when the “writing in progress” indicator is displayed? Example: “A ★ symbol will be displayed when data is being written. Do not move the card away from the Wii U GamePad while this symbol is displayed.” Reference: Wii U Guidelines: General > NFC
	A	Software that uses Nintendo’s proprietary NFC tag format (NOFT). Have you informed the user that NOFT tags can be rewritten and recovered? Example: “if you select Write Data and the data cannot be read or becomes corrupted, you can recover the most recently written data.” Reference: Wii U Guidelines: General > NFC Features
	A	Applications that can disclose data uploaded to a data store to other users. Have you explained in the manual the extent of the data disclosure? Example: “Images you have uploaded can be viewed by your friends.” Reference: Wii U Guidelines (Communication Features > NEX: Data Stores > Extent of Data Disclosure)

Table 8-4 Recommended Content in Software or E-Manual

Check	Rank	Applications that use means other than a message (such as an icon) to indicate that data is being written.
	-	Have you explained in the manual about the indication used when data is being written? Example: “A ★ symbol will be displayed when a save is in progress. Reference: Wii U Guidelines: File System > Display While Writing Data
	-	Applications that use Nintendo original format NFC tags (NOFT) and also use means other than a message (such as an icon) to indicate that an NOFT tag is being read or that reading an NOFT tag failed. Have you explained to the user how to know if an NFC tag is being read or if an NFC tag fails to be read? Example: “A ★ symbol will be displayed when data is being read. ✕ will be displayed if reading failed.” Reference: Wii U Guidelines: General > NFC

Appendix D Region-Specific Information

D.1 Manual Language Requirements

The following table outlines the required/recommended languages for titles sold in the Americas.

Table 8-5 Manual Language Requirements

Publisher Type	Language Requirements
First-Party Second-Party	- English required. - French/Spanish/Portuguese recommended.
Third-Party	- English required. - French/Spanish/Portuguese recommended.

D.2 Regional Template Packages

Templates are available for the following languages:

- NOA: The Americas
 - US English, Canadian French, Latin American Spanish, Brazilian Portuguese
- NOE: Europe/Oceania
 - UK English, German, Italian, European French, European Spanish, Dutch, European Portuguese, Russian
- NOK: South Korea
 - Korean (Hangul)
- NPC: Taiwan (Republic of China), Hong Kong, Macau, Guangzhou
 - Traditional Chinese
- iQue: Mainland China
 - Simplified Chinese

Use the NOA templates to produce manuals for North and South America. Use the NOE templates to produce manuals for the entire PAL region, including Oceania. Be sure to localize the comprehensive contact information in the "Support Information" section for each region.

For languages where templates are not provided, it is acceptable to use a direct translation of the English text.

Revision History

Note: If you are not using the latest version of the templates, underlined items in sections identified with "◆" must be addressed prior to master submission. (For more information, see Section 1.1 Grace Period.)

Version	Revision Date	Category	Description
1.8	2015/06/05	Added	◆ 5.3.6.6 nlib OSS library (libnx_oss.a) – LZ4 <u>Added section.</u>
		Changed	1 Introduction Added that applications must implement e-manuals. 1.4 Preparations Before Using Templates Added note about e-manual codes for demos. 2 Template Types Modified Type A description in Table 2-2 Ranks. 5.1.3 Language Selection Added note to screenshot. 5.2.2 Controllers and Accessories Updated screenshot to remove sold-separately content. 5.2.4 amiibo Added recommendation when not writing data. 5.2.6 Parental Controls Added information about launching a browser by the application. 5.3.1 Required Template Units for the Penultimate Page Updated table to show libnx_oss_LZ4.nfpg. 5.3.6.5 nlib OSS library (libnx_oss.a) - bsdiff Added information specific to bsdiff. - Appendix C Guideline Checklist Added reference to amiibo Terminology list.
1.7.1	2014/11/19	Added	- Table 5-1 Template Units (First Page) Added new row for the Language Selection template. 5.1.3 Language Selection New template and section. - Table 5-2 Template Units (Optional Placement) Added new row for the amiibo.nfpg template. 5.2.4 amiibo New template and section. - Table 5-3 Template Units for the Penultimate Page (see note below) Added ShaMo.nfpg. Added ShaMo_DL.nfpg.

Version	Revision Date	Category	Description
			Added libnx_oss.nfpg. ◆ 5.3.6.4 Wii U Share Movies Middleware (“ShaMo”) Added section.
		Changed	1.1 Grace Period Updated grace period content for Version 1.7.1. 5.2.10 Sound Settings Updated image that removes “5.1-channel” ◆ 5.4.6.5 nlib OSS library (libnx_oss.a) - bsdiff Deleted “For Nintendo published titles.” 5.4.2 Support Information for Licensee Titles Changed details of the text edits that are required in this template. - Table 6-1 Template Units (First Page) Deleted the row for the vc_temp_viewer.nfpg template. Deleted the vc_temp_vc_menu_AGB.nfpg reference. Re-numbered the rows for the table. 6.2.4 Virtual Console Menu Updated the general instructions on the usage of this template to make it less Nintendo-specific. Removed the image relating the games that were originally designed for Game Boy Advance. 6.2.6 Controller Settings Updated the general instructions on the usage of this template. 6.2.7 Using a Wii Remote Removed “Game Boy Advance” from the general usage instructions for this template. - Table 6-2 Template Units for the Penultimate Page Updated the row numbering for this table. Changed “required” to “needed” in the Warning. 6.3.4 Original Manual Disclaimer Updated content and image. 6.3.5 Copyrights and Trademarks (Required for All Virtual Console Software) Updated the section describing text edits. Removed the reference to Game Boy Advance Virtual Console e-manuals. - Table 8-3 Content Required Either in Applications or Manuals Moved content regarding applications that use means other than a message (such as an icon) to indicate data is being written to Table 8-4 Recommended Content in Software or E-Manual.
		Deleted	Deleted references to Game Boy Advance games for Virtual Console.

Version	Revision Date	Category	Description
			Section 6.2.3 Viewing the Original Instruction Manual Deleted entire section.
1.6	2014/03/20	Added	5.3.6.2 Nintendo Web Framework Added content to explain the Nintendo Web Framework cross-reference templates for download applications 5.3.7 Intellectual Property Cross-Reference Added content to explain the optional xref.nfpg template that can be used to point non-English language users to the English templates for full intellectual property rights information.
		Changed	- General Deleted bracketed text “[Required for All Software]” and “[Required for Certain Software Specifications]” in section headings. 1.1 Grace Period Updated grace period content for Version 1.6. Added cases for selling a disc application as a downloadable application and vice-versa. 5.2.2 Controllers and Accessories Changed the conditions for listing accessories. Added information about USB keyboards. 5.2.5 Parental Controls Changed the Page Title in Portuguese to “Controle dos pais” to match what is currently in the template. - Table 5-3 Template Units for the Penultimate Page (see note below) Added “libnx_oss.nfpg” and “Nintendo_Web_Framework_DL.nfpg to Item 5 in the Layout Order Added “xref.nfpg” to Item 6 in the Layout Order Added Note to explain referral content for the “xref.nfpg” template. 5.3.6.4 libnx_oss.a for OSS Library Updated the text to make clear that this template is specifically for Nintendo-published titles. - Table 6-2 Template Units for the Penultimate Page Updated the name of the template unit for Item 3 6.4.3 Support Information for Games Originally on Other Platforms (Required) Updated screenshot of the vc_temp_support.nfpg template. - Table 7-1 List of Design Templates Updated the list of Design Template names.

Version	Revision Date	Category	Description
			- Table 8-3 Content Required Either in Applications or Manuals Updated the references to NFC guideline sections. - Table 8-4 Recommended Content in Software or E-Manual Updated the references to NFC guideline sections.
1.5	2014/01/14	Added	1.1 Grace Period Added text explaining the template transition timeline. ◆ 5.3.6.3 enchant.js for Nintendo Web Framework <u>Added text about enchant.js for Nintendo Web Framework.</u> ◆ 5.3.6.4 libnx_oss.a for OSS Library <u>Added text about Open Source Software.</u> ◆ 5.3.5.6 Unity <u>Added text about Unity for Wii U.</u> ◆ 6.3.4 Original Manual Disclaimer <u>Added new section.</u>
		Changed	- General Changed the rules for text colors within the templates and callouts within the figures in the cookbook. Deleted the filled-in examples, and changed the template unites to be more useful sample text. Added "Rank" and "Design" columns to the tables for each template unit. Added page categories and page titles for each template unit. Renamed the "Instructions" column in the table to "Text Edits." Changed "Nintendo 3DS XL/3DS" to "Nintendo 3DS Family." 5.1.2 Important Information (Required for All Software) Removed the area that listed software names. Added notes to Text Edits. 5.2.2 Controllers and Accessories Noted that the entire text box should be removed if the content is not needed.. Removed SD Card images and text. Changed controller pairing image. Changed text in (3), (4), and (11). Removed text in (12). 5.2.4 Internet Enhancements Edited sample text to address a common scenario. 5.2.5 Parental Controls Edited Miiverse restrictions. 5.2.6 User-Generated Content Edited rules to match guidelines.

Version	Revision Date	Category	Description
			5.2.7 DLC and Passes Edited sample text to address a common scenario. 5.2.9 Sound Settings Edited sample text to address a common scenario. ◆ 5.3.5.3 Gameware <u>Changed required information for Navigation.</u> Also changed information for Beast, HumanIK, Kynapse, and Scaleform. ◆ 5.3.6.2 Nintendo Web Framework <u>Added description of libjpeg-turbo.</u> 5.4.2 Support Information for Licensee Titles Edited content, including removing the software title. 6.2.5 Virtual Console Menu Added template for Game Boy Advance. 6.2.7 Controller Settings Edited content. 6.2.8 Using a Wii Remote Edited design-change content. 6.3.3 Disclaimer for Ports (Required for All Virtual Console Software) Edited design-change content. ◆ 6.3.5 Copyrights and Trademarks (Required for All Virtual Console Software) <u>Addressed Game Boy Advance.</u> 6.4.3 Support Information for Games Originally on Other Platforms (Required) Edited content, including removing the software title. ◆ Appendix C Guideline Checklist <u>Edited content extensively.</u> <u>Added "Rank" to the table.</u> <u>Added information on URLs, advertisements, and NFC tags.</u>
1.4	2013/04/26	Added	- Table 5-3 Template Units for the Penultimate Page (see note below) Added "Roland.nfpg" and "Nintendo_Web_Framework.nfpg" to the list of filenames for Middleware Copyrights. 5.3.11 Roland SoundCanvas Sound Set Newly added. 5.3.12 Nintendo Web Framework Newly added. 6.2.1 Required Template Units for Other Pages Added a note and screenshot at the end of Table 6-1 Template Units (Optional Placement) in response to a request from Treehouse to clear page categories for all the Virtual Console

Version	Revision Date	Category	Description
			Function templates following "Suspend Point." - Appendix B Nintendo Web Framework PDF Newly added. (The content formerly in this section, Regional Template Packages, has been moved to Appendix D.) - Appendix C Guideline Checklist Newly added.
		Changed	4 Sample Template Structure Revised to show the new e-manual code standard. 5.2.2 Controllers and Accessories Updated the screenshot to account for switching the order of callouts (6) and (7) within the template unit, as well as updating icons used to represent the Wii U Remote Plus. Also updated the Text Edits table to reflect these changes. 5.2.7 DLC and Passes Added an explanation of the possibility of in-app purchases, changed the text to better reflect the current functionality of the Wii U Menu, and changed the text in callout (3). 5.3.5 Middleware Copyrights Edited the introductory text to account for adding Text Edits tables in each of the sub-sections. Removed the Text Edits table at the end of the Middleware Copyrights section and added this information to individual Text Edits tables within each sub-section for greater clarity. 6.2.2 Controllers Updated the screenshot for Supported Controllers
1.3	2013/03/25	Added	1 Introduction Added 1.2 Sections Relevant for Standard Applications Added 1.3. E-Manual Creation Roadmap for Virtual Console Games Added 1.4 Preparations Before Using Templates. 5 Template Unit Descriptions and Editing Procedures 6 Virtual Console: Template Unit Descriptions and Editing Procedures
		Changed	General Changed the organization of chapters with the addition of design templates related to Virtual Console. Changed text at the beginning of chapters to reflect this. "Design Changes" section for each template unit. Added that the background color can be changed to the applicable template units and that design of text boxes can be changed, as well.

Version	Revision Date	Category	Description
			1 Introduction Split the "Overview" section into two new sections (1.2 Sections Relevant for Standard Applications and 1.3 E-Manual Creation Roadmap for Virtual Console Games), and reformatted the content into a table for clarity. Added new content about Virtual Console titles. 2 Template Types Added new content about Virtual Console titles to "Design Templates". 4 Sample Template Structure Added a new sample template structure for Virtual Console titles. 5.1.2 Important Information (Required for All Software) Added (1) in order to address legal requirements. 5.2.2 Controllers and Accessories Deleted the text and image in (3) Wii USB Memory. Made minor text adjustments and added a table denoting acceptable icons and language for controllers to (3). Changed text in (4). Added information to (4), (7) and (8). 5.2.5 Changed text in (1) and (2). Changed (2) in "Text Edits." 5.2.9 Sound Settings Deleted instructions on how to list an intellectual property rights warning for "HDMI". 5.3.1 Required Template Units for the Penultimate Page Added information about adding extra text boxes. Removed reference to HDMI.nfpg from Table 5-3 Template Units for the Penultimate Page (see note below). Changed note for clarity and to remove incorrect reference to QR Code usage. 5.3.3 Copyrights and Trademarks (Required for All Software) Added note to address GBA Virtual Console exception. 5.3.5 Middleware Copyrights Changed the library name to something more appropriate. Deleted (8) in "Text Edits." Added Warning. 5.3.6 QR Code Reader Updated image to incorporate newly approved legal language. Updated the text in (1) and (2) to meet new requirements from NOA Legal. 7.1 Optional Design Templates

Version	Revision Date	Category	Description
			Added a description related to design templates recommended for Virtual Console titles. Added text for new design templates. - Table 7-1 List of Design Templates Added table entries for new design templates. Added category names. - Appendix A Icon List Added title, "Icon List."
		Deleted	5.3.5 Middleware Copyrights Deleted the description of the "HDMI" template. Deleted Item 8 in the Text Edits table.
1.2.1	2012/11/19	Added	User-generated Content Added
		Changed	6.1 Required Template Units for Other Pages Added a row to Table 6-1 for User-generated Content - Controllers and Accessories Made minor changes to text for numbers (2) and (3) Added detailed instructions to number (12) - Note to Parents and Guardians Made minor text changes to the first note. Made minor text adjustments to the French and Spanish titles in the Title/Category table. - Sound Settings Added copyright notation for use of HDMI branding. - Required Template Units for the Penultimate Page Changed "Standard_Copyright.nfpg" to "Copyright&Trademark.nfpg" in Table 7-1 in order to accurately reflect the filename. Removed QR_Code and AiLive templates from Middleware Copyrights in Table 7-1, and removed the footnote that belonged to Font Copyrights. Also added clarifying text to subsequent note. 5.3.2 Intellectual Property Warning Updated the Intellectual Property Warning screenshot. - Middleware Copyrights Changed QR Code to QR Code Reader and combined the previous text to allow for a single template that is relevant to using QR Code patterns. Made minor changes to the text regarding HDMI usage.

Version	Revision Date	Category	Description
			Removed all content related to AiLive.
1.2	2012/10/25	Added	5.2.3 Wii Balance Board Added. 5.2.7 DLC and Passes Added. 5.2.8 Communications with Systems in the Nintendo 3DS Family Added. 5.3.5 Middleware Copyrights Added 7.5.6 Software that Support Wii MotionPlus. - Appendix A Added.
		Changed	- Overall Changed the method for adding ruby to text for which editing is prohibited. Changed the spacing around “(.)” Added “(booklet)” for when referring to the paper manual. Changed the size of software icons. 4 Sample Template Structure Added a note at the beginning of the section. Updated the screenshot to reflect changes to the template unit. 5.2.2 Controllers and Accessories Added a note to reflect the addition of 5.2.3 Wii Balance Board. Added notes regarding text and TGA images for the Nintendo 3DS. Revised the text about the sensor bar. 5.2.4 Internet Enhancements Revised the text about the reference location. 5.2.5 Note to Parents and Guardians Revised the text about use of Miiverse and added a note that a table format is not required for the content in that template unit. 5.3.1 Required Template Units for the Penultimate Page Revised the note below Table 7-1. 5.3.4 Font Copyrights Minor typographical revisions. 5.3.5 Middleware Copyrights Minor wording revisions in QR code section.
1.1.1	2012/09/21	Changed	6.2 Controllers and Accessories Revised text about Nunchuk + Wii Remote. Replaced the artwork and changed the frame colors. Added notes to Text Edits numbers 3 and 7. 7.5 Middleware Copyrights Revised image for Autodesk Gameware due to changes in the

Version	Revision Date	Category	Description
			margin widths of the logo.
1.1	2012/09/04	Added	7.5 Middleware Copyrights Newly added information regarding the Nuance Speech Synthesis Library, Autodesk Gameware, and Havok Technology for Wii U or Havok Wii U XS.
		Changed	- Overall Changed the color of the text that can be edited from orange to red. Changed the margins for the tops and bottoms of pages. Made changes to text and template images accordingly. 3 Using Templates Revised Figure 3-1 show the correct order of template unit combinations. 5.2 Greetings (Required) Changed the type of brackets. 6.2 Controllers and Accessories Changed the text about the Wii Remote. Added a note. Changed the TGA image for the Wii USB memory. Added headset text and TGA image. 6.4 Note to Parents and Guardians Added information about page jump buttons. 7.1 Required Template Units for the Penultimate Page Added information about the combination order and background color. 8.3 Support Information for Nintendo Titles (Required) Changed part of the description.
1.0	2012/07/31	—	Initial version.

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